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(Solid Pine Loaded
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USED BY: Numbah Four
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DEPARTMENTS



76 In a moment of clarity, Harry realized that despite his mad wizard skillz and awesome Quidditch talent, he was still a geek.



146 Dude, if this Boardslide doesn't impress her, I'm gonna have to shell out for flowers.

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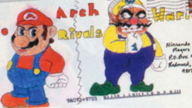
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PLAYER'S PULSE







We challenged you to tell us what games you'd like to see on the GCN and GBA, and the responses were great! Suggestions covered everything from a Mario lacrosse to a soccer game to a dancing game. With your imaginations, it sounds like some of you will create great games one day.

THE GAMES YOU WANT!

I would absolutely love to see a game like Mario Soccer. I mean, Bowser would be a great goalie and Mario could be a top scorer.

Trey Schexnayder
Florida

The GCN needs a dancing game, complete with a dance pad. A suggestion I heard was "Dance Mario Bros." The point here is that the GCN needs to open up to this genre, and the potential for something new is there at the same time.

M. Maxwell Brookshire
Via the Internet

The Bowser Boogie, Wario Waltz and Mario Macarena would totally be hits!

If you made Chrono Trigger Advance, Earth Bound Advance, and Duck Hunt for the GCN that would make me happy!!

Russell Strauss
Georgia

I would like to see a handball game, like Mario Handball. It would kinda have the same characters as Mario Tennis 64. I play this everyday with my friends and it would be funny to see Princess Peach play handball. Best of all, it would give Mario and Luigi a reason to wear those gloves.

Matthew Abma
New York

I would love to have a lacrosse game for the GCN. I love lacrosse but think it's under appreciated. I think if there were a lacrosse game, people would think more of it. Plus, I love fast-paced sports games, and if there's a game that fits that title, it's lacrosse!

Jimmy Yuhas
Via the Internet

One game I would really like to see is a GCN and GBA version of tennis where you can customize your character. Also, I would like to see a GCN golf game with celebrities and customizable characters.

Kyle North
Washington

I was thinking that Pokémon should have a GCN version of a Pokémon. Like Pokémon Sapphire for the GCN, and you can use the GBA link cable to trade Pokémon from the GBA to the GCN and vice versa. Also, have a special feature where you can design your character, like from gender to clothes to eye color.

Brandon Lovejoy
Indiana

I think a Mario Sports game would be amazing. Mario Football—Bowser would be an amazing linebacker! Mario Baseball would also be cool.

Justin Ogden
Via the Internet

Personally, I'd really like to see Mario Paint for either the GCN or GBA. It's fun being in the game designer's shoes.

Karla Hornbeck
Missouri

Imagine paintball for GCN! It would be such an awesome game, and think of all the options. You could have a map maker to make your very own paintball arena. And it still could be an "E" rated game since when you shoot people, it just stuns them for a bit.

Mac Orbell
Via the Internet

Well, I want Gundam. I know you had Gundam in Japan, but I want it for GCN. The reason is Gundam is the oldest anime title that I know of that's still cool. I know I'm not the only person who wants this.

LWall 53
Via the Internet

Good News! A Gundam game is on the way from Bandai in 2003.

I would love to see a new Mega Man game on the GCN. I love Mega Man. I would also like some new *Star Wars* games. Anyway, I love adventure games! Also, it would be cool for there to be an adventure game involving the internet. That would be cool.

Alex Rhodes-Wilmere
Indiana

I think you should make an Advance Wars for the GCN. It would be awesome! I love the version I have for my AGB.

Eli Hays
Wisconsin

LETTER OF THE MONTH

I was looking through my recent NP magazines and noticed that in Volume 159, there is an article on Animal Crossing. Two of your NP crew members were playing against each other and their "names" were Spiffy and Martha. Their town name was "Our Town."

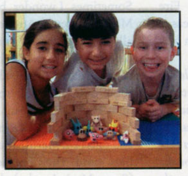
I recently started reading a play by Thorton Wilder called *Our Town*, and in it is a character named Martha. Also, the play was first performed in the McCarter Theatre where a woman named Martha played "Emily," the main character. Although I could not find anything on Spiffy, the Our Town and Martha thing was pretty weird. Is this thing a coincidence, or did you do this on purpose?

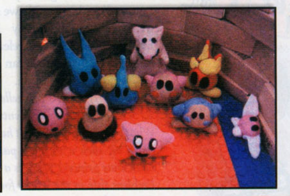
Ben Woody
California

Wow, that's fascinating, Ben. Steven, the writer of the article you mentioned, was actually once a theater critic. The connection was purely coincidental, although there might have been some subliminal ties since Our Town *is one of Steven's all-time favorite plays.*

WE LOVE KIRBY!

A talented trio from Texas may be the biggest Kirby fans around. "We would all like to go together to Pop Star and meet Kirby and each adopt a Waddle Dee to bring home," say (from left to right) Jessica A., Jordan A. and Jordan V. They create wondrous Kirby models out of clay, like the ones displayed below. In case you aren't a Kirby expert, those figures are of Kirbys, various Waddle Dees and Rick. The Kirby-loving threesome also loves to watch the animated Kirby show and is looking forward to Kirby: Nightmare in Dream Land for the GBA.





ALAN THE FAMOUS SLIME

When I realized that Alan was really a stuffed-animal-like thing, I really wanted to meet him!

Zack
Utah

NP Staff writer Alan is actually very shy, but rumor has it that he can be coaxed out of hiding with his favorite foods—beef jerky and tasty meat!

CARING CORRESPONDENCE

Thank you for the letter in Animal Crossing. It was thoughtful of you to write me something and I hope you write me another letter in the game again. If you don't, that's ok. See you later.

Danielle Arcoleo
New Jersey

You're welcome, Danielle! We're happy that all players enjoy their letter and surprise gift from Nintendo, which are included with Animal Crossing. Remember to send your friends letters and gifts, too—everyone loves getting things.

EDIBLE SLUDGE?

This may sound weird and everything, but the brown-and-white goop in Super Mario Sunshine reminds me too much of melted chocolate and vanilla ice cream. I'm sure a lot of others agree with me.

Peach
Virginia

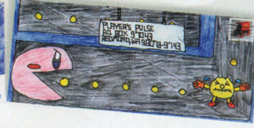
Mmm, that sounds yummy. Well, it's certainly warm there on Isle Delfino. Maybe Shadow Mario is just upset because his rocky road ice cream cone melted.



DIGITAL CRUSH

My best friend and I love video games (obviously, or we wouldn't be writing you). I was at her house playing Super Smash Bros. Melee on her GCN. I was playing as Marth, and her as Roy. Needless to say, we make an unbeatable team. We both just started high school and aren't exactly loving it as much as most. So, when we're down in the dumps, we turn to Marth and Roy to bring our spirits back up. Unlike most girls,







we're not "totally in love" with any guys, except the two who, once again, "bring our spirits back up." The wonderful Marth and Roy. So, the next time that we're asked who we have crushes on, our answers are simple—Marth and Roy. Of course, it might be difficult explaining how two video game princes captured our hearts. Oh, we also want to know if any Fire Emblem games will be released in the U.S. so she and I can play as "our loves" more often.

Kimberly Rose & Michelle Lee
Kentucky

What sensible girl wouldn't have a crush on such a dashing pair of handsome princes? There is a Fire Emblem title in the works for the GBA. The game is currently announced in Japan, but there's no word on whether it will be released in North America yet or not. We'll keep you posted, so keep your eyes peeled!



P.O. Box 97043
Redmond, WA 98073
Players Pulse

HEROIC PARENTS

Spill the beans. Who are Mario's and Luigi's parents? I mean, they had to get their awesome skills somewhere. And when Peach is kidnapped, why don't her parents come to rescue her?

Molly Miller
California

There are tons of rumors floating around about the Mario Bros.' parents, but no one knows for sure. As for Peach, maybe her parents leave rescuing her in the able hands of the Mario Bros. What parents could ask for more than having Mario and Luigi as their daughter's personal heroes?

MANY FACES OF MARIO

Sometimes I wonder how big Mario's closet is. After all, with all those different suits and accessories, like the Fireball Suit (Super Mario Bros.); the Raccoon Suit and tail, the Frog Suit, the Tanooki Suit (Super Mario Bros. 3); the Doctor Suit and pills (Dr. Mario); the Bunny Ears and the Feather Hat (Super Mario Land 2); the Cape (Super Mario Land); Mario's Go-Kart (Super Mario Kart, Mario Kart 64 and Mario Kart Super Circuit); the Wing, Metal, and Vanish Caps (Super Mario 64); the Pirate, Cowboy, Astronaut, Explorer and Wizard Suits (Mario Party 2); the Hammers, Boots and Badges (Paper Mario); the Golf Clubs (Mario Golf); Mario's Tennis Racket (Mario Tennis); the alternately colored suits (Super Smash Bros. and Super Smash Bros. Melee); and now the FLUDD (Super Mario Sunshine)—there's probably little to no space, especially if he shares his closet with Luigi!

Weston Arrowsmith
Georgia

Ok, what's up with Mario? First he was a plumber, then a doctor, a pro-golfer, a tennis player, and a one-man cleanup crew? What's next? Fast food?

Gino Macioce
Pennsylvania

FOR THE LOVE OF FALCO

Can you answer this question? Whatever happened to Falco Lombardi? He would've been great in *Star Fox Adventures*.

Beau Bridgland
Via the Internet

The hot-tempered Falco Lombardi is still alive and well. He isn't playable in Star Fox Adventures, you never know where he'll pop up next.

Border Art Provided By:

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Katy Buttitto, Colorado
Gererd Daley, New York
Colby Drane, Louisiana
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Matthew Wabey, Virginia
Woody Waits, Washington
Jimmie Lee Wright, Georgia

WRITE AWAY, RIGHT AWAY

With the new year right around the corner once again, we'd like to hear your gaming resolutions! Is there a game you've just got to have, or maybe one you want to beat once and for all? Do you have a top score or fantastic feat you'd like to accomplish? Send us your New Year's goals—you can update us later in the year on how you're doing. Flip to the 411 section for information on where to send you answers.

PLAYER'S PULSE ARTIST'S GALLERY



Andre Hernandez • New Mexico



Mia Ness • North Dakota

Marth Roy

LeeAnn Giammarco • Ohio



Corey Brown • Pennsylvania





Camille Lenatti • California

EARTHBOUND

Cole Hodges • Alabama

The Legend of Zelda Majora's Mask

Fierce Deity

Matt Louscher • Wisconsin



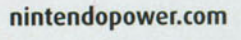
Timothy Chan • Ontario



ART OF THE MONTH CONTEST WINNER

dragonbarrel • Virginia





POWER CHARTS.163

Congratulations are due regarding four titles: Pokémon Crystal, Mario Kart: Super Circuit, Golden Sun and The Legend of Zelda for the GCN. The games are the first to spend an entire year on the Power Charts since we revised them in December of 2001. And let's not overlook the first anniversary of the revamped Power Charts themselves. Maybe someone can bake us a cake! But then we'd have to put down Metroid to eat it…

KEY: NINTENDO GAMECUBE | GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES*

Rank	Game	Prior Position	Months on Chart
1	SUPER MARIO SUNSHINE	1	2
	YU-GI-OH! DARK DUEL STORIES	1	5
2	STAR FOX ADVENTURES	•	1
	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	•	1
3	ANIMAL CROSSING	•	1
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	2	9
4	SUPER MONKEY BALL 2	4	2
	DRAGON BALL Z: THE LEGACY OF GOKU	3	5
5	TUROK: EVOLUTION	•	1
	CASTLEVANIA: HARMONY OF DISSONANCE	•	1
6	SUPER SMASH BROS. MELEE	3	10
	MEGA MAN ZERO	•	1
7	MADDEN NFL 2003	2	2
	SUPER MARIO ADVANCE	8	10
8	SONIC ADVENTURE 2: BATTLE	5	9
	SONIC ADVANCE	5	9
9	RESIDENT EVIL	6	6
	POKéMON CRYSTAL	4	12
10	LUIGI'S MANSION	10	11
	MARIO KART: SUPER CIRCUIT	6	12

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE*

Rank	Game	Prior Position	Months on Chart
1	METROID PRIME	1	6
	METROID FUSION	1	6
2	THE LORD OF THE RINGS: THE TWO TOWERS	•	1
	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	2	6
3	SKIES OF ARCADIA LEGENDS	•	1
	THE LORD OF THE RINGS: THE TWO TOWERS	•	3
4	SUPER MARIO SUNSHINE	4	6
	GOLDEN SUN	7	12
5	TIMESPLITTERS 2	3	6
	CONTRA ADVANCE: THE ALIEN WARS EX	4	3
6	BALDUR'S GATE: DARK ALLIANCE	2	2
	KIRBY: NIGHTMARE IN DREAM LAND	5	2
7	RESIDENT EVIL ZERO	7	2
	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	3	3
8	PHANTASY STAR ONLINE	10	5
	LUNAR LEGEND	9	2
9	TIGER WOODS PGA TOUR 2003	•	1
	TOMB RAIDER: THE PROPHECY	•	1
10	ANIMAL CROSSING	6	6
	TONY HAWK'S PRO SKATER 4	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

Rank	Game	Platform	Prior Position	Mo. on Chart
1	THE LEGEND OF ZELDA	GCN	1	12
2	GOLDEN SUN: THE LOST AGE	GBA	2	6
3	HARVEST MOON: A WONDERFUL LIFE	GCN	4	4
4	*STAR WARS* BOUNTY HUNTER	GCN	•	1
5	GLADIUS	GCN	•	1


12 party games!
Monkey Soccer
Monkey Golf
Monkey Baseball
Monkey Race
all new story mode!
Monkey Target
Monkey Tennis
Monkey Bowling
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SUPER MONKEY BALL 2
EVERYONE
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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

The Lord of the Rings: The Two Towers is headed to Nintendo GameCube, and Nintendo Power has an exclusive first look at the ultimate fantasy adventure. After this, Middle-earth will never be the same.

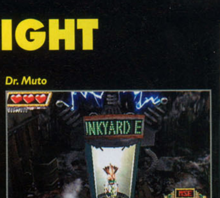
THE SPOTLIGHT

The Legend of Zelda



A new tale from Hyrule is revealed this month as we take another longing look at The Legend of Zelda for GCN.

Dr. Muto



When Dr. Muto has a bad day, planets get blown to bits. With your help, Muto and his computer, Al, will make it better.

Rayman 3: Hoodlum Havoc



Ubi Soft's platform hero is coming to Nintendo GameCube next year. Nintendo Power takes a look at the action today.

Minority Report

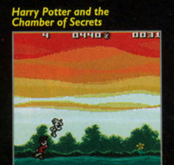


Power steps into the future with a sneak peek at Activision's action-packed title based on the Spielberg movie.

Samurai Jack

BAM! Entertainment and the Cartoon Network have something in common—a hero named Samurai Jack. He's coming to GBA.

Harry Potter and the Chamber of Secrets



The Game Boy Color version of Harry Potter and the Chamber of Secrets is an RPG that follows the young wizard's exploits.

THE GAMING NEWS FOR DECEMBER 2002

PHONE FOR TIPS

Nintendo's Game Play Help phone line has changed from the 900 line to 1-800-521-0900. The new 800 service began in the middle of November. Callers seeking game play help will be prompted to enter VISA, MasterCard or debit card information to pay for the service, which costs $1.50 per minute. (Canadian callers will be billed at the exchange rate for the day of the call.) The new line has several great new features. Callers can choose assistance in English, Spanish or French, and they can call from any phone. Also, one number will serve both the United States and Canada. The old 900 lines will be in service through the end of 2002 in the U.S. and through March 2003, in Canada.

THE VIKINGS ARE FOUND

Blizzard Entertainment recently announced that it is bringing classic action game The Lost Vikings to Game Boy Advance in 2003. The original game appeared 10 years ago for the Super NES and became an instant hit. Players use three whimsical viking characters—each with special abilities—to work through puzzling worlds. All hail the return of Erik the Swift, Olaf the Stout and Baleog the Fierce! In related news, gamers can look for two more classics from Blizzard's Super NES library—Blackthorne and Rock N' Roll Racing—to move over to Game Boy Advance.

BAM! ENTERTAINMENT CRUSHES THE BALL

BAM! Entertainment has its eye on a new style of baseball game for the 2003 season. Crushed Baseball 2004 for GCN and GBA is an over-the-top take on the national pastime. Comic characters with superhuman abilities and special Mojo power-ups will take the field next March. What can you expect? A pitcher might throw a buzz-saw fastball that actually cuts through the hitter's bat. We hate to think what that means for the catcher.

BATMAN IS TOMORROW

Kemco has delayed the release of Batman: Dark Tomorrow for GCN until 2003. The development team plans to use the time to polish the stylish action adventure. We applaud Kemco's willingness to bypass the holidays to improve the game. That takes as much courage as facing The Joker with just your fists and a cool cape. Power will have more Batman info in an upcoming issue.

QUICK TAKES

Here are a few of the forthcoming titles we'll be following over the next few months. Street Racing Syndicate for GCN is coming from 3DO along with two Army Men games. Midway announced plans to release Transworld Surf for GCN in 2003. A Game Boy Advance title featuring Iron Man is on the way from Activision. Vivendi Universal has a new Crash—Crash Bandicoot 2: N-tranced for GBA. BAM! Entertainment's Samurai Jack is coming next February. And Encore is creating a GBA game based on Marvel's Daredevil franchise.

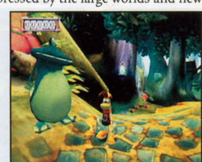
GET BEHIND THE WHEEL AND PLAY

Logitech is stepping into the Nintendo GameCube accessory game with the Speed Force force feedback steering wheel. The unit clamps to a tabletop or rests in the driver's lap with the optional lap accessory. You can also purchase a separate pedal unit that sits on the floor. The wheel plugs in to a Controller socket on your GCN, and it has all the buttons of a regular GCN Controller. (The Left and Right Buttons are behind the central bar of the steering wheel.) The unit is compatible with many top racers for GCN, including NASCAR Thunder 2003, NASCAR: Dirt to Daytona, Hot Wheels: Velocity X and Need For Speed: Hot Pursuit 2.



RAYMAN RETURNS

Ubi Soft's limbless hero, Rayman, is gearing up for a new adventure on Nintendo GameCube. Rayman 3: Hoodlum Havoc is scheduled to be released in March 2003, and Ubi Soft sent Game Watch an early demo to play. Although the game was only 70% complete, we were impressed by the large worlds and new fighting system. The extra Double-Fist throwing action comes in handy when you fight giant, transforming boss characters or any of 20 types of enemies. It's sure to be the biggest, most colorful and challenging Rayman ever.



THE DOCTOR IS IN

They say that laughter is the best medicine, and that's what Dr. Muto prescribes for patients who've got the 3-D platformer flu. The good doctor is in deep trouble after blowing up Planet Midway. To redeem himself, he must travel to various planets and collect isotopes, DNA and other items. On his quest, Muto morphs into a mouse, zaps enemies, steals their DNA and solves puzzles with the help of his quirky computer companion, Al. Dr. Muto will arrive on our planet by the end of the year.





MONSTER JAMMIN'

Monster trucks aren't just for racing. In Ubi Soft's Monster Jam: Maximum Destruction for GCN, the goal is to bash and blast the other truckin' titans into oblivion. The action takes place in cool arenas such as the Roman Colosseum and an Aztec temple.



MP3 FOR GBA

SongPro Inc.'s MP3 players for GBC and GBA let you download digital audio data from the Internet via a USB connection. When you plug the unit into your Game Boy Advance, you can organize your files, see album covers and even read song lyrics. The USB cable and earphones come with the SongPro.



HARD-COURT HOMIES

Activision brings the action and sounds of inner city hoops to Nintendo GameCube this holiday season. In Street Hoops, players can play a pick-up game, Lord of the Court Mode and World Tournament. Audio tracks are from DMX, Xzibit, Cypress Hill, Smut Peddlers, Skillz, Master P, Ludacris and Kool G Rap.





FREE PARKING, ANYONE?

One of the greatest board games of all time is coming to Nintendo GameCube this year. Infogrames's Monopoly Party is Monopoly without the hassle of setting up the board. And you can play against the game if you're home alone.



FROGGER GROWS UP

In Konami's Frogger Beyond for GCN, young Frogger must navigate seven worlds as a rite of passage to become an adult frog. The game is an elaborate collection of hopping puzzles that will be familiar to fans of the original Frogger.



THE LORD OF THE RINGS: THE TWO TOWERS

Game Type: Action
Publisher: EA Games
ETA: December 2002
System: Nintendo GameCube

Many game designers have tried (and most have failed) to capture the essence of the great fantasy adventure, *The Lord of the Rings*, by J.R.R. Tolkien. But EA Games has succeeded magnificently, with help from director Peter Jackson of New Line Cinema's *The Lord of the Rings* films. The first foray into Middle-earth on Nintendo GameCube is an action experience unlike any other. The game blends actual scenes and dialogue from the first two movies with action sequences that let you control key characters, such as Aragorn or Legolas. The shift from movie scene to game action is so subtle that you might not notice it's time to pick up your sword and start chopping Orcs. As you battle Sauron's minions, you earn points that you can use to buy new attacks. Each character fights with several weapons, including a hand weapon and a long-range weapon. Characters can also parry attacks. The game begins in the early history of Middle-earth, during the great battle in which Isildur slices the ring from Sauron's finger. Soon, you're battling the Ringwraiths on Weathertop—an event that takes place in *The Fellowship of the Ring*. From there, you move on to the Mines of Moria and great events from *The Two Towers*. The game's scope is as sweeping as that of the books and films, and the production quality is astounding. Frodo truly lives.



Although the story is told in movie clips, the action throws you into the thick of battle.



You earn upgrade points by dispatching foes quickly and skillfully in battle.


Gimli's axe is powered up as he faces the fighting Uruk-hai—a race of SuperOrcs from Isengard.



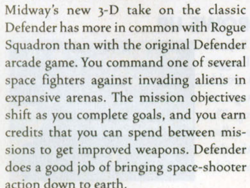
Before heading into the next battle, you can buy new attacks and defensive moves.


Your basic attack is controlled with the A Button, but you can use the C Stick for greater control.


Boss enemies, such as the cave troll in Balin's Tomb, are fearsome adversaries.

DEFENDER

Game Type: 3-D Space-Shooter
Publisher: Midway
ETA: November 2002
System: Nintendo GameCube



Midway's new 3-D take on the classic Defender has more in common with Rogue Squadron than with the original Defender arcade game. You command one of several space fighters against invading aliens in expansive arenas. The mission objectives shift as you complete goals, and you earn credits that you can spend between missions to get improved weapons. Defender does a good job of bringing space-shooter action down to earth.



Each of the fighters has strengths and weaknesses. You choose a new ship before each mission.


Your main goal is to rescue colonists, who are under attack from alien fighters.

BUTT-UGLY MARTIANS: ZOOM OR DOOM

Game Type: Racing
Publisher: Vivendi Universal Games
ETA: November 2002
System: Nintendo GameCube

Kart-racing meets F-Zero in B.U.M.: Zoom or Doom. The winner of the Conqueror's Cup gets the honor of leading the Martian invasion of Earth. If Stoat Muldoon wins, though, it's another story. Players grab power-ups on the track and earn special items by winning bonus races. There are six modes and several multiplayer options.



You can pick up items and power boosts on the futuristic courses.



If you take the lead, the other racers will try to knock you out using special items.

MINORITY REPORT

Game Type: Action Adventure
Publisher: Activision
ETA: December 2002
System: Nintendo GameCube

Minority Report for GCN is an action adventure that follows the exploits of Precrime Officer John Anderton. The events don't always follow the movie precisely, and Tom Cruise's likeness is missing, but the game captures the excitement of Anderton's missions as a cop and a fugitive in more than 40 levels. Anderton fights bad guys, solves puzzles, searches for money, buys upgraded abilities and weapons and fulfills mission objectives to complete stages. He can jump, duck for cover, interact with the environment and perform dozens of combat moves. You even get to fly with a jet pack. The C Stick is used for manual camera control—a useful feature for a 3-D action game. There never seems to be enough ammo when you need it, so think before you shoot. The development team at Treyarch has pulled out all the stops to make Minority Report one of 2002's action must-plays for Nintendo GameCube.


Anderton has incredible martial-arts moves, and you can add to them in the black market.


Between action sequences, frequent cut scenes convey the plot twists.



Anderton has many skills, including situational abilities that help him reach new areas.

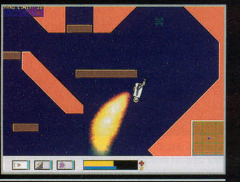


Dangerous situations abound, and Anderton has to solve puzzles as well as defeat bad guys.

PROJECT: DIGIPEN



Scrapped is a side-scrolling platformer that plays like a first-person shooter. Players choose one of five robots, each with its own special ability, such as cloaking or reversing gravity. There are three single-player modes, but the game emphasizes five multiplayer modes. There's even a map editor. Scrapped was created by DigiPen students Austin Spafford, Bill Perone, Matt Smith, Lewis Mohr, Russell Aasland, Jared Finder and Steve Markgraf.



For more information on DigiPen and to download a copy of Scrapped to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

DECEMBER GALLERY OF GAMES

As the holidays approach, more games keep appearing on the horizon. This month we take another look at Zelda. We also have cel-shaded boxers, men in dark hues, boss-fighting skateboarders, wrestling superstars, a young wizard-in-training and a melee-style battler featuring Digimon characters.









The Legend of Zelda
Link embarks on his long-anticipated voyage to the Nintendo GameCube in the spring of 2003. Get ready for a tale of derring-do.



Black & Bruised
Follow the follies and falls of 18 nutty boxers in Majesco's Black & Bruised. It looks like Punch-Out!! for GCN, and it's now scheduled for release in 2003.



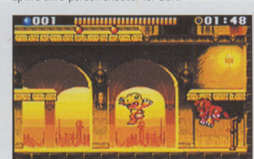
Men in Black II: Alien Escape
A prison ship full of bad aliens has crashed on earth, and agents Jay and Kay have to round them up in a third-person shooter for GCN.



Evolution Skateboarding
Grind and ollie through 25 levels with eight skaters. Unlike other extreme-sports games, players must deal with boss characters. That's evolution.



Samurai Jack
Your path of destiny leads through Samurai Jack's action adventure on GBA. The art is cool, and the game has surprising depth. It's coming in March.



Digimon BattleSpirit
Bandai is bringing your favorite Digimon characters to life in a one- or two-player melee game for GBA. Look for the battler in January 2003.



Harry Potter and the Chamber of Secrets
Harry's second year at Hogwarts comes to life in an RPG for GBC. Players collect Wizard Cards, learn magic spells and battle baddies everywhere.

DEVELOPER PROFILE

Nintendo Power was invited to sneak a peek of Phantasy Star Online Episode I & II in San Francisco, where we had the great honor of meeting with Yuji Naka, president of SONICTEAM since 1991. Yuji Naka, also known as Naka-san, led in the creation of Sega's beloved mascot and video game star, Sonic the Hedgehog. Naka-san led a demonstration of PSO Episode I & II—his newest masterpiece—and answered our questions about the game. Read on to see what we found out!

GW: What would you like gamers to experience with Phantasy Star Online Episode I & II, both online and offline?

YN: PSO is a game that we designed for people who had never played an online RPG together, or gone on adventures together before. Those are things we'd really like people to enjoy, both online and offline. With Phantasy Star Online Episode I & II, we wanted people both online and offline to band together and work toward a common goal. Most online games tend to be very competitive, where players are basically beating each other up. If you have a competitive game where one person is very advanced and another person is playing for the first time, it's no fun at all for either person. With a cooperative game like PSO, even if there's a huge difference in skill level, players of all skill levels can still have fun together.

GW: Phantasy Star began as a traditional RPG series. What motivated you to create PSO as an online action adventure?

YN: Initially, we began experimentation with network gaming as part of the evolution of gaming. We went from 2-D to 3-D, then from 3-D to online. We started first with experimentation of the online functions of network gaming. Once we had some prototypes in place, we said, "Hey, this could work with the Phantasy Star universe." So, it basically went online and then Phantasy Star—not really the other way around.

GW: The Dreamcast version of PSO was designed for a 56K modem only. Will the Nintnedo GameCube version support both the modem and broadband adapter? If so, will the experience be any different online for either type of connection?

YN: Phantasy Star Online Episode I & II supports both the Nintendo GameCube Broadband Adapter and Modem Adapter. The game experience is not affected on a noticeable level by the speed of each player's connection.

GW: Will there be any time/date specific events in Phantasy Star Online Episode I & II?

YN: Yes, there will be events for major holidays like Christmas, Easter, and Halloween and for the seasons. If it's something that happens in most cultures around the world, then there will be an event for it in Phantasy Star Online Episode I & II.

GW: The Dreamcast version of PSO had its fair share of online cheaters and hackers. What has been done to cut down on such problems in the Nintendo GameCube version?

YN: Well, we can't really go into the exact details, of course, but we've taken all the experience of what happened with the Dreamcast version of PSO and have spent a lot of time trying to make it more secure for a fun gaming experience.

GW: Communication has always played a large part in PSO. Without a keyboard accessory licensed at this time, how will gamers be able to communicate with each other?

YN: Players can communicate through preprogrammed chat commands and expressions that they can access with the (GCN) Controller.

GW: PSO is famous for featuring cameos of well-known Sega icons and characters. Are there going to be any new cameos in the GCN version?

YN: There's an enormous number of new items and MAGs, so there may be some more Sega-character cameo appearances in the future.

GW: Is there any chance that we'll see a Nintendo GameCube or Game Boy Advance MAG in Phantasy Star Online Episode I & II?

YN: Well, the Sega hardware is obviously still available as special MAGs. Unfortunately, there's no other hardware in PSO Episode I & II.

GW: How will gamers be able to access Game Boy Advance-specific features, like the highly anticipated Nights minigame?

YN: The Nights minigame is something that becomes available to you when you complete a special quest that will be accessed online.

GW: How will the Game Boy Advance title, Phantasy Star Collection, interact with Phantasy Star Online Episode I & II?

YN: They actually will not interact with each other. They are two completely separate games. A game called Phantasy Star Online Card Battle that we're working on now will share the same lobby as Phantasy Star Online Episode I & II.

GW: What is the connecting story between PSO Episode I and Episode II?

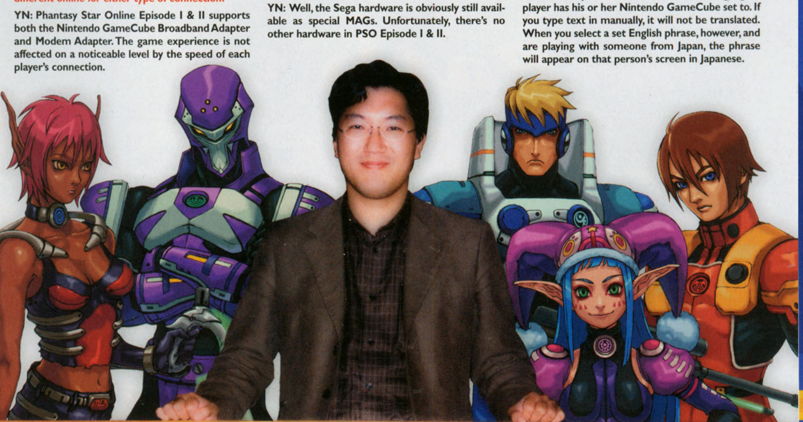
YN: Well, I don't really want to reveal too much. In addition to the main story line, there are the quests that you can complete to find out even more of the story line. As players complete the twenty-some downloadable quests, they will learn more about the world of PSO.

GW: Will players be able to download information online (like new quests and items) onto their Memory Card for use offline?

YN: Yes. We're calling those Download Quests.

GW: How will players who speak different languages communicate with each other in Phantasy Star Online Episode I & II?

YN: Basically, the game has hundreds of preset expressions and phrases. Phantasy Star Online will automatically translate them into the language a player has his or her Nintendo GameCube set to. If you type text in manually, it will not be translated. When you select a set English phrase, however, and are playing with someone from Japan, the phrase will appear on that person's screen in Japanese.



GAME WATCH FORECAST

Developer Profile continued . . .

GW: Are there any plans for a Phantasy Star 5, or other online games from Sega?

YN: Well, to an extent that will all depend on how well Phantasy Star Online Episode I & II goes over. These days, sequels are not really made until the developers see how well the first one sells.

GW: Will we ever see the Phantasy Star universe used for another game genre, such as strategy or fighting games?

YN: Well, I don't know. There are some members of SONICTEAM who would love to make a Phantasy Star strategy game. The possibility definitely exists in the future, but again, it depends on what the reaction is to the Phantasy Star series.

GW: When you're not busy making games, Naka-san, which games do you like to unwind with?

YN: I've recently been enjoying Mario Sunshine, but I don't think I really play games to relax. I think a lot of the games that are out there today are games that you really have to set yourself up to sit down and play for a while. There are games out there intended to be something that you can pick up and play to relax, but not a whole lot of them are selling very well.

GW: Which classic game series (yours or someone else's) would you like to see make a comeback on the Nintendo GameCube?

YN: I really can't think of any, honestly.

GW: Do you ever play online with regular gamers to get a feel for how people play?

YN: Yes, I do play PSO once in a while without using my real name. Even if I do go on with my real name, a lot of times, people don't believe me anyway. Then things just get really complicated.

GW: Have people ever tried any tricks in PSO, or experienced anything with PSO that you weren't expecting?

YN: We've actually had several couples meet online through PSO, from across the world, and get married in real life. There was also a group of people who met in PSO and went on adventures in the game together, and they decided to go climb Mt. McKinley. That was pretty surprising. They met online in PSO and wanted to bring a PSO flag on the climb with them. They called up SONICTEAM and asked if they could use a PSO flag—so, someone made a flag for them. We got really worried about what would happen if they didn't come back. They made it to the summit and planted the PSO flag at the top, then made it down OK. They sent a picture to the SONICTEAM.

GW: What is your personal favorite character type?

YN: My favorite character to play is a HUnewearl with short, spiky blue hair.

NINTENDO GAMECUBE

1080°: AVALANCHE
AQUAMAN: BATTLE FOR ATLANTIS
AREA 51
ARMY MEN: AIR COMBAT "THE ELITE MISSIONS"
ARMY MEN: SARGE'S WAR
BALDUR'S GATE: DARK ALLIANCE
BATMAN: DARK TOMORROW
BATTLEBOTS
BLACK & BRUISED
BLOOD OMEN 2
BURNOUT 2: POINT OF IMPACT
BUTT-UGLY MARTIANS: ZOOM OR DOOM!
CONFLICT: DESERT STORM
CROUCHING TIGER, HIDDEN DRAGON
CRUSHED BASEBALL 2004
CUBIVORE
DAVE MIRRA FREESTYLE BMX 3
DEFENDER
DIE HARD VENDETTA
DINOTOPIA
DISNEY'S MICKEY PARTY
DISNEY'S PK: OUT OF THE SHADOWS
DISNEY SPORTS: BASKETBALL
DISNEY SPORTS: FOOTBALL
DISNEY SPORTS: MOTOCROSS
DISNEY SPORTS: SKATEBOARDING
DISNEY SPORTS: SNOWBOARDING
DISNEY SPORTS: SOCCER
DRAGON'S LAIR 3D
DR. MUTO
DUNGEONS & DRAGONS HEROES
ENCLAVE
E.T. THE EXTRA-TERRESTRIAL: SEARCH FOR DRAGORA
EVOLUTION SKATEBOARDING
EVOLUTION SNOWBOARDING
FIREBLADE
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
FROGGER BEYOND
F-ZERO GCN
FINAL FANTASY CRYSTAL CHRONICLES
GALLEON: ISLANDS OF MYSTERY
GLADIUS
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARVEST MOON: A WONDERFUL LIFE
HAUNTED MANSION
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
THE HOBBIT
HOT WHEELS: VELOCITY X
HUNTER: THE RECKONING
IMMORTAL WARRIOR
JAMES BOND 007 : NIGHTFIRE
JIMMY NEUTRON: BOY GENIUS
JONNY MOSELEY MAD TRIX
THE LEGEND OF ZELDA
LEGENDS OF WRESTLING II
THE LORD OF THE RINGS: THE TWO TOWERS
MACE GRIFFIN: BOUNTY HUNTER
MARIO GOLF
MARIO TENNIS
MARY-KATE AND ASHLEY SWEET 16: LICENSED TO DRIVE
MASTERS OF THE UNIVERSE—HE-MAN: POWER OF GRAYSKULL
MEDAL OF HONOR: FRONTLINE
MEN IN BLACK II: ALIEN ESCAPE
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MONOPOLY PARTY
MONSTER JAM: MAXIMUM DESTRUCTION
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER
MX SUPERFLY
NBA BALLERS
NICKELODEON PARTY BLAST
PILLAGE
PIRATES OF THE CARIBBEAN
THE POWERPUFF GIRLS
PROJECT BG&E
RALLY FUSION: RACE OF CHAMPIONS
RAYMAN 3: HOODLUM HAVOC
REIGN OF FIRE
RESIDENT EVIL 2
RESIDENT EVIL 3: NEMESIS
RISK
ROLLING
RTX RED ROCK
RUGRATS: ROYAL RANSOM
SETTLERS
SHAUN MURRAY'S PRO WAKEBOARDER
SHOX
SKIES OF ARCADIA LEGENDS
SNOOD
SOUL CALIBUR II
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
STARCRAFT: GHOST
STAR WARS BOUNTY HUNTER
STAR WARS JEDI KNIGHT II: JEDI OUTCAST
STREET HOOPS
STREET RACING SYNDICATE
THE SUM OF ALL FEARS
SUMMONER 2
SUPER BUST-A-MOVE 2
SWINGERZ GOLF
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM CLANCY'S SPLINTER CELL
TRANSWORLD SURF
VEXX
WARIO WORLD
WORMS 3
WORMS BLAST
WRECKLESS: THE YAKUZA MISSIONS
XIII
X-MEN: WOLVERINE'S REVENGE
ZAPPER

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
ALTERED BEAST: GUARDIAN OF THE REALMS
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BACKYARD FOOTBALL
BALDUR'S GATE: DARK ALLIANCE
BANJO KAZOOIE: GRUNTY'S REVENGE
BLACKTHORNE
BUFFY THE VAMPIRE SLAYER
CAR BATTLER JOE
CRASH BANDICOOT 2: N-TRANCED
CRAZY CHASE
CRAZY TAXI
CREATURES
CUSTOM ROBO GX
DAVIS CUP TENNIS
DEFENDER
DEMON DRIVER
DIGIMON: BATTLESPIRIT
DISNEY'S KIM POSSIBLE: REVENGE OF MONKEY FIST
DISNEY SPORTS: FOOTBALL
DISNEY SPORTS: SOCCER
DISNEY'S TARZAN: RETURN TO THE JUNGLE
DOOM II
DORA THE EXPLORER
DRAGON BALL Z: LEGENDARY SUPER WARRIORS*
DUNGEONS & DRAGONS: EYE OF THE BEHOLDER
EVOLUTION SKATEBOARDING
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
FIFA SOCCER 2003
FINAL FANTASY TACTICS
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GOLDEN SUN: THE LOST AGE
HARDCORE PINBALL
HOT WHEELS: BURNIN' RUBBER
IRON MAN
JAZZ JACKRABBIT
JUSTICE LEAGUE OF AMERICA: INJUSTICE FOR ALL
KURURIN PARADISE
LADY SIA II
LEGENDS OF WRESTLING 2
LEGO ISLAND XTREME STUNTS
LITTLE LEAGUE BASEBALL
THE LOST VIKINGS
LUNAR LEGEND
MARVEL'S DAREDEVIL
MARY-KATE AND ASHLEY SWEET 16: LICENSED TO DRIVE
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MLB SLUGGERS 20-03
MONSTER RANCHER ADVANCE 2
MONSTER TRUCK MADNESS 2.0
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER ACE
THE MUMMY
NEED FOR SPEED
NFL BLITZ 20-03
NHL HITZ 20-03
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
PAINTBALL
PHANTASY STAR COLLECTION
PHANTASY STAR ONLINE CARD BATTLE
POWERPUFF GIRLS: HIM AND SEEK
POWER RANGERS: WILD FORCE
RAYMAN 2*
RAYMAN 3
REVENGE OF SHINOBI
ROAD RASH
SAMURAI JACK
SANTA CLAUS SAVES THE EARTH
SCOOBY-DOO! THE MOVIE
SEA TRADER: RISE OF TAIPAN
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
THE SIMPSONS: ROAD RAGE
SMUGGLER'S RUN
SONIC ADVANCE 2
SPACE CHANNEL 5
SPY KIDS 2: ISLAND OF LOST DREAMS
SUPERMAN: COUNTDOWN TO APOKOLIPS
SUPER MONKEY BALL JR.
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TINY TOON ADVENTURES: SCARY DREAMS
TINY TOON ADVENTURES: WACKY STACKERS
TOM & JERRY IN INFURNAL ESCAPE
ULTIMATE BRAIN GAMES
VIRTUA TENNIS
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WING COMMANDER
WINGS ADVANCE
X-BLADEZ: INLINE SKATER
X-MEN: WOLVERINE'S REVENGE
YOSHI'S STORY
YU-GI-OH! DUNGEON DICE MONSTERS
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

*GAME BOY COLOR GAMES

YOU HAVE 60 SECONDS TO SAVE THE WORLD. GO.

60:

You'll need a car, a very fast car, tick a V12 Vanquish with tons of gadgets,

enough gadgets, tock to help you blow up a space station, or jump out of a plane and tick stop a secret military force, before breaking into Mayhew's estate,



007.ea.com

or, engineering a rooftop escape from Phoenix International's Tokyo office tock then exiting a burning gondola tick in the alps all in time to rendezvous tock with secret agents Zoe and tick Dominique

but don't pat yourself on the back tock too much because tick that was only one minute, and there are still 1,400 left in the day tock.

Sixty seconds of Bond's world. It's more than most people do their entire life.

TEEN T Violence Suggestive Themes CONTENT RATED BY ESRB

NINTENDO GAMECUBE · XBOX · PlayStation 2 · PC CD ROM







Challenge Everything

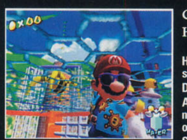
SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the February issue!



Shaggy would have preferred visiting a chiropractor, but he couldn't find one who'd accept payment in Scooby Snacks.

YOUR SCREEN TEST CAPTIONS



Our line was "Captain Lou? Is that you?" Here are some of your best lines:

Hey, where did the camera guy go? It's just a little spider.—*Lex Goodboy*

Does this shirt make me look fat?—*Alex Wooten*

Alright, take the picture. C'mon, my arm is killing me. Take the picture already!!! My arm is coming out of its socket!!! —*IceClimberFan*

Suddenly, Mario realizes Princess Peach might not approve of his new outfit for the Royal Ball. —*Nikhil Kumar*

Hey Mario! When I said we should just hang out on the ship, I didn't mean it literally!. —*Dylan BarrientosTrolbon*

Hello there. I'm Captain Mario, head of Mario Cruises, the grooviest thang in the sea. —*Drew Taylor*

It's-a me-a, on-a vacation! —*Cncubedin*

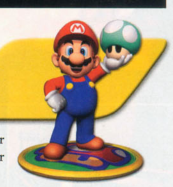
Don't hate me because I'm beautiful.—*Philip Hanan*

Look, Bertha! These tourists keep gettin' weirder every year... —*OmegaBibby*

Gilligan, are you sure that's the Skipper!?! —*KatGrrrrl1*

I thought this was where the Griswolds told me to meet. —*shadowfax64*

IT'S A PARTY IN MARIO'S HEAD!



We joined Charles Martinet, best known as the "voice of Mario," during the recording session for Mario Party 4. As Charles also did the voices for other MP4 characters, we asked the elastic performer to speak about how he manages to pull so many characters out of himself.

NP: How do you make your voice last through an all-day session?

CM: All the characters are loud. And Mario is falsetto. And Wario is very much in the throat. So I drink a lot of room-temperature water with a little bit of lemon or honey in the water. You have to be careful to make your voice last throughout the day. They all take a lot of energy, focus and excitement—all of the time.

NP: Has the way you do the voices changed since the last Mario Party?

CM: I think we rediscovered Waluigi's voice today. I was doing the voice as we knew it but then we started focusing on his [as the nasal Waluigi] WAH! WAH! And everything in his little Waluigi world became all about the WAH! WAH! WAH! The whine, the anger, everything comes from the WAH!

NP: What's your advice for young people who want to start preparing for a career in video game voice acting now?

CM: Do imitations of the video game characters, celebrities and cartoon characters that you enjoy. And do your own variations on those characters. Or, if you see a character that doesn't have a voice—what would that character sound like? Just have fun. And whenever you talk to people, just throw a little voice in here or there. And, who knows, you might just find yourself being a voice actor one day!

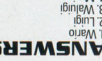
You never know who Charles will be next. Try to match the expression with his MP4 character!





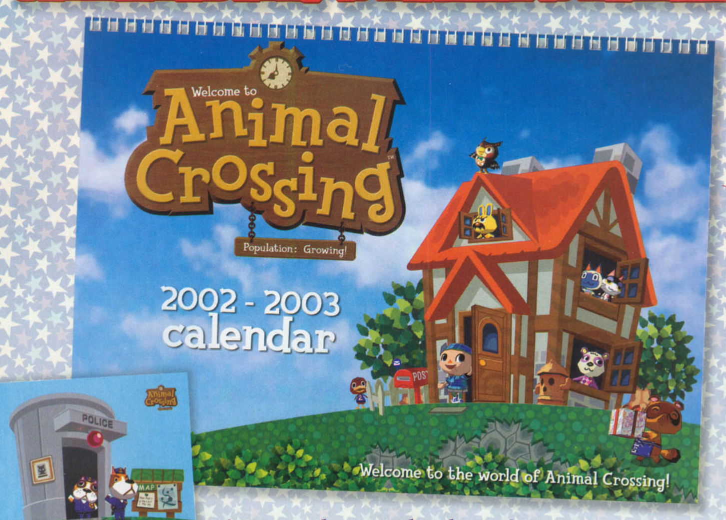




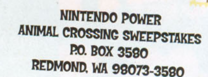


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Metroid Infiltrates the Internet

metroid.com



While Metroid Prime has arrived with supernova momentum on both the Nintendo GameCube and the Web (have you immersed yourself in the Prime experience at the website yet?), Metroid Fusion is making a crater-sized impact on the Game Boy Advance. For a sneak preview of the GBA game, check out metroid.com, where Nintendo presents all things Metroid.

The Metroid Fusion section of the website delves into the new story line and game play system and reveals many of the game's enemies and power-ups. And for those who want to fly their Metroid Fusion flag, the website will provide wallpaper and screensavers. Two games, one sci-fi site—metroid.com will blow you away.



The Metroid Fusion website provides analyses of the game's terrifying secrets, such as the X Parasite that infects Samus. This mockup reveals the insider analysis planned for the site.

Kirby Bulks Up with Big Changes

kirbykirbykirby.com

Ever since his big return to public life on Fox Box, Kirby just keeps getting bigger. With two cartoons shown on Fox Box each Saturday, Kirby's fans are learning about the pink powerhouse at an incredible pace. Nintendo's official Kirby website, kirbykirbykirby.com, has kept stride with the phenomenon.

With Kirby's upcoming December debut on Game Boy Advance, the website is expanding to include lots of juicy details about Kirby: Nightmare in Dream Land. You can find screen shots, movies, wallpaper, screensavers and game tips for the amazing new GBA game. You'll also be able to stuff yourself with insights about many of Kirby's copy abilities. Kirby's GBA arrival rings in a new era of Kirby video gaming, so stay tuned to the website for all the latest info!

And the official website continues to grow in other ways. The PopStar Fun section has great Web games such as Kabu Speaks—you ask the all-knowing totem from Planet PopStar a question and Kabu … speaks. The N.M.E. Battle game is a great test of your knowledge of the Kirby cartoon. After watching a video snippet of one of the monsters that Kirby faces in the cartoons, you must select the copy ability that Kirby used to defeat it. How many can you beat?



The Kirby home page is crammed with many activities, including an updated section about Kirby: Nightmare in Dream Land.



The website game N.M.E. Battle tests your knowledge of Kirby's foes and the powers that he uses to defeat them.

Link to the Past, Present and Future

zelda.com

The official Legend of Zelda website has long been a vault of riches for fans of the video game series, providing an in-depth look at the Zelda games throughout the years. With the December release of The Legend of Zelda: A Link to the Past/Four Swords for Game Boy Advance, you can bet your Pegasus Shoes that zelda.com will soon have updated mythology for the series. Stick close to zelda.com throughout December for all of your Zelda news—you never know what you'll find.

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.

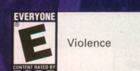
METROID® FUSION

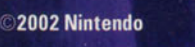
Always one to forge new territory, Samus Aran blasts off for the GBA in an all-new adventure from Nintendo. Take on a parasite invasion.

SAMUS'S CLONE WAR

The Adventurer vs. the Power Suit

She has battled Metroids, Space Pirates and a galaxy of alien creatures, but now bounty hunter Samus Aran must face the toughest enemy of her career—a perfect copy of herself. Creature-mimicking X parasites have infested Samus's Power Suit. Equipped with the new Fusion Suit, Samus must infiltrate an X-infested space station and wipe out the alien threat.





Violence

THE MAIN DECK

Explore the Devastated Research Station

Sensors have detected an explosion in the Biologic Labs Research Station. Dock with the station, investigate the source of the trouble and search for survivors. As you explore, you will face a growing population of organisms. You can regain energy and ammunition by capturing the parasites that inhabit them.

MASTER MAP KEY

Save Room	S	Special Hatch	
Navigation Room	N	Shutter	
Recharge Room	R	Missile Tank	M
Data Room	D	Energy Tank	E
Level Hatch			

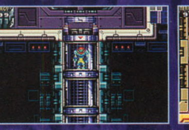
First Contact

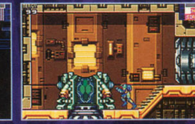




As you begin to explore the station, interface with the lab computer in section J9, as shown on the map below, then move on to the Quarantine Bay in section I5. You'll discover a Hornoad. Crouch and fire at the creature, then collect the X parasite that it leaves behind.

New Orders





While you are on your way to investigate signs of life in section H21, the computer will send you on a detour to the Data Room in section A12. Take the elevator up to the Operations Deck and download the Missile data for more firepower.

HIDDEN TANKS



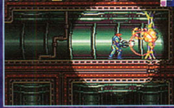
Hop onto a step in G16 and fire to the left to reveal a Missile Tank in the wall.

Collect the Energy Tank in F21, then fire Missiles at the ceiling to open a path to another tank.

After you collect the Morph Ball data, roll into a tight passage in I8 to reach a Missile Tank.

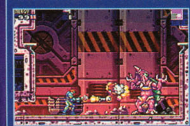
Uncover an Alternate Route





Immediately after you collect the Missile Data, you'll discover that the elevators are not operational. Standing on the platform in section A15, launch a Missile to the right. You'll uncover a passage that is not on the map. Any time you reach a barrier that your Beam can't destroy, switch to Missiles.

BOSS BATTLE: Acquire the Morph Ball Upgrade





A huge, armored beast lurks in area H21. Hit the creature with a volley of Beam shots or Missiles, then jump up and grab the ledge to avoid the beast's retaliatory attack. Before the creature hits the wall and shakes the ledge, jump over it, turn around and hit it with more firepower.

SECTOR 1 : SRX

An Environmental Upheaval

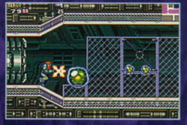
The X parasites have spread to Sector 1, which simulates the environment of planet SR388. Five atmospheric stabilizers are malfunctioning. You must reach each stabilizer and defeat the parasite at its core.

Samus's Twin Explodes onto the Scene

As you descend into the lower sectors, you'll witness the appearance of an X parasite that mimics Samus Aran at the peak of her Power Suit abilities. During your adventure, you will clash many times with the devious doppelganger.

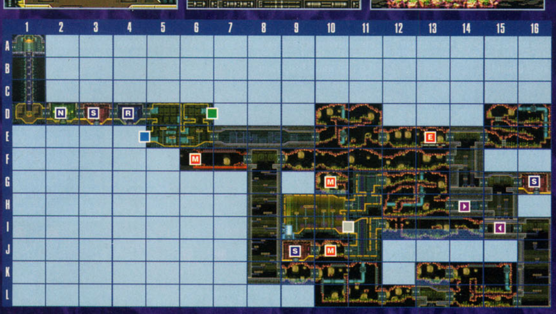
Power up, Then Pummel







The first atmospheric stabilizer is in section E10. The malfunctioning machine produces a steady stream of X parasites. Collect the parasites to replenish your energy and Missile supply. Then hit the creature at the center of the machine with three square Missile shots.



HIDDEN TANKS

Crouch to blast an obstacle on the ground in E13, then roll and collect an Energy Tank.

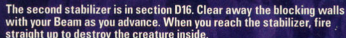
Jump up to grab the apparatus on the ceiling in F7 and make your way to a Missile Tank in F6.

Hold onto a ceiling apparatus in G11 and fire Missiles to the left to open a passage to G10.

Beam Blast Breakthrough







The second stabilizer is in section D16. Clear away the blocking walls with your Beam as you advance. When you reach the stabilizer, fire straight up to destroy the creature inside.

Rocket Power, Space Pirates





Nasty Space Pirates populate the long, vertical passage that starts in area F8. As you advance to the bottom of the passage, destroy the creatures with diagonal shots from your Missile launcher.

Climb and Destroy





As you explore the lower area of Sector 1, you'll discover a stabilizer in section K 11. Hop from one platform to the next to reach the machine, then hit it with Missiles as you hold onto the ladder on the right wall.

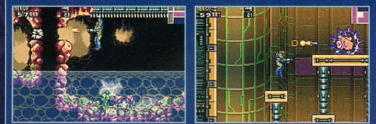
Suspended Shutdown





The atmospheric stabilizer in section K15 is attached to the ceiling. The only way to reach the machine is by climbing a horizontal ladder. Hold onto the apparatus with one hand as you fire Missiles at the stabilizer.

BOSS BATTLE: Acquire the Charge Beam



After you blast the Chozo Statue in section I9, it will produce a Core-X. The creature is vulnerable when its eye is open. Hit it with Missiles and jump to avoid its blasts.

Blast through Blocks





On your way to the last stabilizer, you'll blast through ceiling blocks to clear a path. When you reach the machine, you'll fire through a weak wall section for access to the stabilizer's opening.

SECTOR 2 : TRO

Tropical Parasites and the Enemy Revealed

When you reach Sector 2, the computer tells you more about the mysterious station saboteur. The SA-X is an X parasite that spawned from Samus's Power Suit. On a future visit to Sector 2, you will have direct contact with the creature.



HIDDEN TANKS

After you get Bombs, blast an obstacle on a ledge in F4 to break into a hidden room.

Jump onto the wall in G2 and blast through to G1. Use Bombs to trigger a boost to a tank.

Detonate a Bomb in the lower-right corner of O2, then roll and blast your way into P3.

The Hi-Jump Boots will give you the height to grab the ceiling in M6 and collect a tank in M5.

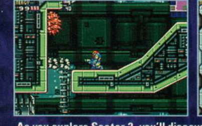
Drop into a water tank in N5 and use Bombs to boost your way to a Missile Tank in N4.

Roll along the right ledge in G9 and use a Bomb to blast into G10 to collect a tank.

Clear away a group of spiked creatures in E9 and bomb the right wall to reach E10.

Jump over plantlike creatures in E6 and E5 to reach a Missile Tank.

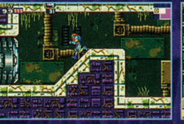
A Breach in Security





As you explore Sector 2, you'll discover several locked Level 1 hatches. Climb up to section B10, then drop into C10 and connect with the computer. You'll unlock all blue hatches in one move, giving you—and the parasites—more room to roam.

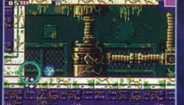
Download Bomb Data

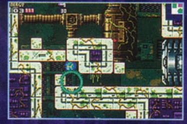




The Data Room in area F2 holds Bomb data. You can access the area by opening a blue hatch. Clear away the growing enemy population as you make your way to the room, then step into the Data Room booth and absorb the information.

Have a Blast in Unexplored Territory





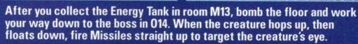


After you leave the Data Room, you'll find that the hatch that leads out of the immediate area has been destroyed. Find an alternate exit by detonating a Bomb in the lower-left corner of area G3 on the Sector 2 map. You'll continue to use Bombs to blow open barriers, make poles rise from the floor and move toward the boss battle.

BOSS BATTLE: Acquire the Hi-Jump and Jumpball

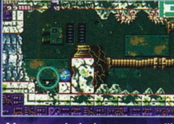


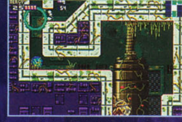




After you collect the Energy Tank in room M13, bomb the floor and work your way down to the boss in O14. When the creature hops up, then floats down, fire Missiles straight up to target the creature's eye.

Escape from Sector 2



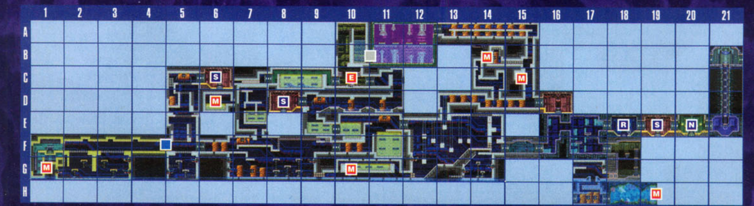


After you exit the boss area, you'll stop at a blown hatch in section M8. Blast the floor and drop down to an SA-X sighting. Then use your jumping ability to scale the vertical corridor that reaches H7.

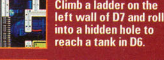
SECTOR 4 : AQA

Take a Dive into the Station's Water Environment

The parasite invasion has created an unsafe situation in the water environment—exposed wires are electrifying the water. You must avoid contact with the water on your way to the Sector 4 boss or suffer the consequences.



HIDDEN TANKS



Climb a ladder on the left wall of D7 and roll into a hidden hole to reach a tank in D6.



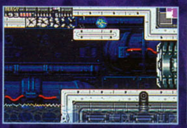
Jump to a ledge in B15, bomb and roll to B14, then use more Bombs to expose a Missile Tank.

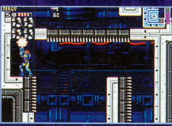


Drop to C14, jump over a gap and blast through a weak block to reach a Missile Tank.

After you drain the water, drop to G7 and run right to a Missile Tank in G10.

Conquer and Collect





Your battle with the boss will begin in area B11. The path branches in the large room that you'll enter in area F14. By exploring all of the paths, you'll uncover an Energy Tank and other useful items. Use a Bomb to expose a horizontal ladder on the ceiling in area F9.

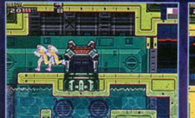
BOSS BATTLE: Acquire the Speed Booster

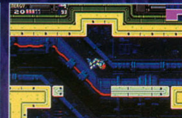


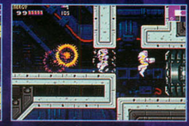


Serris is a huge water serpent that can swim and fly at super speed. Avoid contact with the beast and hit its head with charged Beam shots. After you hit Serris, it will tear up the tank for a moment then slow down again. You'll find a safe spot near the lower-left corner of the tank.

Pull the Plug







Using the Speed Booster that you earned from your battle with Serris, you can break through the Boost Blocks in area F1 and reach the pump controls. When you drain the water, you'll gain access to the once-electrified area. Drop to area G7 and run right through Boost Blocks.

SECTOR 3 : PYR

The Battle Heats Up in the Desert Environment

The computer has directed you to Sector 3 so you can download the Super Missile data. Before you reach the Data Room, you'll have to unlock Level 2 hatches. You'll encounter a new group of enemies as you explore the area and make good use of your newfound Speed Booster.

Boost and Blast Off



An advanced Speed Booster technique will come in handy at times. Charge your Speed Booster, then crouch to stop. While you're still charged up, press A, then any direction to blast off.

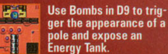
HIDDEN TANKS

Bomb the floor in G4 to open a passage to H4, then collect a Missile Tank in the ceiling.



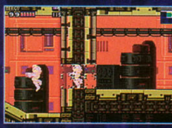
After you open green hatches, bomb the top of the large object in L12 to expose a tank.

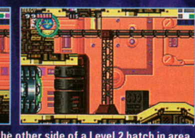
Charge your Speed Booster in the corridor below B14, then blast through Boost Blocks.



Use Bombs in D9 to trigger the appearance of a pole and expose an Energy Tank.

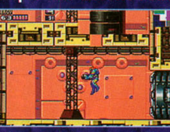
Green Hatch Work-Around





The Level 2 Security Room is on the other side of a Level 2 hatch in area G2. You'll find Boost Blocks over the hatch. Run from right to left to build up your booster, then jump up and break through the blocks.

Triple Your Missile Power





When you work your way up to area F9, roll through the higher of two pipes and hop up to the green hatch in E10. Fight through a collection of tough enemies, then download Super Missile data in E16.

BOSS BATTLE: Defeat the Security Robot





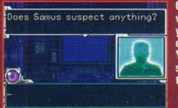
After you explore the area, you'll hear a loud explosion. Return to section E15 to confront a malfunctioning security robot. Run left, jump up and grab the assembly on the ceiling, then fire Missiles straight down into the center of the robot. When the robot spits explosives, position yourself directly over them to avoid their blasts.

SECTOR 6 : NOC

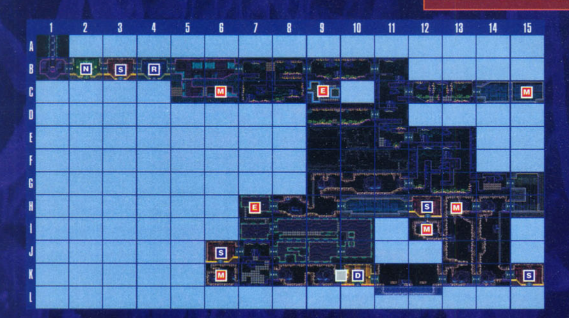
Fight into the Night

By unlocking Level 2 security hatches, you have opened access to Sectors 5 and 6. Before you can explore Sector 5's harsh frozen environment, you must collect the Varia Suit upgrade in Sector 6's nocturnal environment.

Conspiracy Brewing



On your way to the sector, you'll witness a conversation between your ship's computer and a shadowy figure. Something is amiss. You'll discover more about an outside agency's strange behavior as the story unfolds.



HIDDEN TANKS



Hop up in Morph Ball form to bomb the left wall in C7. You'll open a passage to C6.



Bomb through a wall to C9, then hop in ball form and use Bombs to create a passage to a tank.



Blast into K6, then climb up to the ledge and use Bombs to expose a Missile Tank.



After you drop into I13, grab the left ledge, roll to I12 and expose a tank in the ceiling.

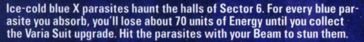


After you fight the false tank in C14, bomb through the wall and collect a tank in C15.

Watch for Ice







Ice-cold blue X parasites haunt the halls of Sector 6. For every blue parasite you absorb, you'll lose about 70 units of Energy until you collect the Varia Suit upgrade. Hit the parasites with your Beam to stun them.

Blast Down to the Boss





As you explore the corridor that spans I8 and I9, you'll encounter the SA-X again. Hide and let it pass. After you save your progress in J6, destroy the floor in J7 to create a path to the lower area.

BOSS BATTLE: Acquire the Varia Suit





The giant Core-X creature that you'll battle in sections K11 and K12 is impervious to Missiles. Charge your Beam and release a shot when the creature closes in on you. If you hit the boss, it will take some damage and bounce away from you like a beach ball.



POWER UP

As you Increase Your Strength, the Battle Continues

The Varia Suit upgrade allows you to gain energy by absorbing blue parasites, and to enter harsh environments such as arctic Sector 5. Keep searching for weapons and tanks. You'll need the power to take on the enemies in the station's unexplored areas. In next issue's follow-up strategy review, we'll point you in the direction of the powerful Plasma Beam and beyond.



MIB MOST WANTED FUGITIVES
CORN FACE
Zone Restriction: Restricted
Home Planet: Kernal
Species: Brinta
Eyes: Yellow and bloodshot
Hair: Only in his dreams
Sex: Just once, back in the '80s
Complexion: In need of serious exfoliation
Special Abilities: Twice the strength of average human
Weaknesses: Melted butter, salt
MIB:48662934
MIB:48662935
ALIASES: Corn Hole, Big Mean Alien Guy, Mr. Nasty, Max
GENERAL BACKGROUND: Like a side dish gone bad, Corn Face is an angry, violent offender who will repeat on you without warning. With his vicious temper and a grudge against all MIB agents, NEVER attempt to detain Corn Face without backup. Unless you want to get creamed.
WARNING: THIS FUGITIVE IS CONSIDERED ARMED AND EXTREMELY UGLY. TO REPORT AN ALIEN SCUM SIGHTING, GO TO: www.mib2game.com
MIB MOST WANTED FUGITIVES
SHARK MOUTH
Zone Restriction: Restricted
Species: Charcarodonii
Eyes: Watery
Hair: Nope
Sex: At your own risk
Complexion: Scaly
Special Abilities: Razor-sharp teeth have been known to transform slow swimmers into lunch meat
Weaknesses: chubby human legs splashing in the ocean
MIB: 26865488
MIB: 26865489
ALIASES: Chum Breath, Buzz-Kill, Flipper, Finnigan
Pruedor
Kyloth
What the &&%$#!
Take suit to drycleaner
CAPTURE XARNAK
NEURALIZE PLUMBER
BUY MILK
MIB
GRAB A SPONGE, MEN — THE SCUM'S HIT THE FAN. — Z
NINTENDO GAMECUBE
Smell you later, Grokk!
NICE DOGGIES... STAY.
LOOKS LIKE HE'S FROM URANUS.
MIIB MEN IN BLACK II ALIEN ESCAPE
www.mib2game.com
TEEN T CONTENT RATED BY ESRB
BLOOD
COMIC MISCHIEF
VIOLENCE
ATARI
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METROID® PRIME

enter the fray

The biggest game in Nintendo GameCube history has arrived! More than just an adventure, Metroid Prime is a shining example of why people spend their hard-earned time and money playing video games. Take a step into another world as Nintendo Power leads you through the game's initial stages.

drifting through space

Metroid Prime's first area is an abandoned Space Pirate research vessel in orbit above a planet called Tallon IV. The ship serves as a kind of tutorial where you can learn the controls, but there's a fierce boss battle waiting for you at the end.

[PARASITE QUEEN]



The Parasite Queen is a science experiment gone wrong. When Space Pirates infused creatures with a radioactive substance called Phazon, they sometimes achieved bizarre results. As soon as you see the monster, activate your Scan Visor by pressing Left on the Control Pad, then scan it by holding down the L Button.

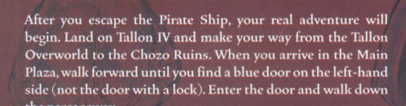


The scan will reveal a weak spot in the Queen's mouth. Lock on to her by holding the L Button, then strafe around her by pressing Left or Right. When you see a gap in the force field, hit the Queen with a Charge Beam or a Missile barrage. It will take around seven shots to bring her down.

[LINK TO THE PAST]

If you have Metroid Fusion (for the GBA) you can unlock a pair of secrets. If you beat Metroid Prime and link with Metroid Fusion, you can use a new suit while playing Prime. If you beat Metroid Fusion and link with Metroid Prime, you can play the NES Metroid on your Nintendo GameCube.

missile launcher



After you escape the Pirate Ship, your real adventure will begin. Land on Tallon IV and make your way from the Tallon Overworld to the Chozo Ruins. When you arrive in the Main Plaza, walk forward until you find a blue door on the left-hand side (not the door with a lock). Enter the door and walk down the passageway.

[SAVE STATION SHENANIGANS]



The first large room you'll come to is called the Ruined Nursery. Jump to the top level of the room, then turn around and look for a blue door on the right-hand side of the room. There is a Save Station behind the door. Save Stations save your game (naturally) and replenish energy. Once you use the device, move on toward the Missile Launcher.

[HIVE MECHA]



When you reach an area called the Hive Totem, walk onto the round platform in the middle of the room and step toward the Missile Launcher. Doing so will cause a machine called the Hive Mecha to spring to life. Don't step into the nearby water—it's poisoned and will cause severe damage.



Ram War Wasps will fly from the machine and attack. Face forward, lock on to the wasps and start shooting. When you blast all the bugs, a red hatch will open in the Hive Mecha. Shoot the hatch until it rotates and spews more bugs. Repeat the process twice more to obtain the Missile Launcher.

morph ball

It's time to revisit an old Metroid friend—the Morph Ball. The path to the Morph Ball starts in the Main Plaza, but before you go, grab a map and a Missile Expansion. Also, enter the door behind the ruined Hive Mecha (shoot the lock with a Missile to enter) to earn an Energy Tank.

[MAP STATION MADNESS]





The Map Station for Chozo Ruins lies on the bottom floor of the Ruined Gallery. Find a blue door with a lock, then destroy the lock with a single Missile. To download the map, simply walk into the hologram in the middle of the room.

[MORE MISSILES]



Stay on the first floor of the Ruined Gallery and look for a small piece of rock in the middle of the water. The wall behind the rock is rather fragile—one blast from the Missile Launcher destroys it. If you break the wall, you'll find a Missile Expansion waiting for you. Each expansion adds five Missiles to your inventory—there are a total of 250 Missiles in the game.

[LOCKED AND LOADED]



When you return to the Main Plaza, walk toward the front door and look for a blue door on the right-hand side of the room. Shoot the lock with a Missile, then enter the door and head down the hall. If you're low on energy, take out the Scarabs in the hallway—the creatures are easy to hit, and they often drop a lot of energy when they expire. You can win the Morph Ball in a room called the Ruined Shrine.

[PLATED BEETLE]



When you enter the Ruined Shrine, you'll have to fight off many Beetles. Lock on to one, strafe in a circle and keep blasting. When one Beetle is no more, quickly lock on to the next in line. When you eliminate every one (there are about 10) a large Plated Beetle will attack.



Lock on to the Plated Beetle and stay close—it's vulnerable only from behind. When the beast twitches the feelers on the side of its head, it's about to charge. Dash to one side by tapping B and pressing Left or Right, then unleash a Missile when it charges past you. Remember to stay locked on!

charge beam

Next up is the Charge Beam—an upgrade that allows you to fire a superstrong burst from the Arm Cannon by holding down the A Button. Go back to the Main Plaza and jump around the edge of the room until you find a bridge on the second floor. Cross the bridge and enter the blue door on the other side, then proceed to the Watery Hall.

[SCANTASTIC]


You must scan four symbols in the Watery Hall to get the upgrade. The first symbol is inside a small alcove, next to the door you used to enter the room.


The second symbol is under a patch of Blastcaps. Shoot the fungi, then scan the symbol. The Blastcaps are on a rock platform near the middle of the room.


Leap to the far end of the room and look for a rock outcropping with a stack of crates. The third symbol is on the wall, next to the crate pile.


Go back to the entrance and use platforms to leap to the second floor. The final symbol is on a wall next to a large gate. Once you've scanned it, the Charge Beam is yours.

[EYON THE PRIZE]


After you grab the Charge Beam, wall-mounted creatures called Eyons will start shooting lasers all over the place. You can either use the Morph Ball to make a quick escape, or attack the Eyons. Normal Power Beam shots only stun them, but the Charge Beam can destroy them in one hit.

[NATURE LOVES A VACUUM]


The Charge Beam has an invaluable secondary function. If you need to collect a power-up (Missile Ammunition, Energy Capsule or the like) that is out of reach, aim at the prize and hold down the A Button. The charged beam will act like a vacuum and pull the item to your current position.

morph ball bombs

The next upgrade, the Morph Ball Bombs, can be hard to find. Walk out of the Watery Hall and into the room called the Gathering Hall (there's a Save Station at the far end of the room). Use rock ledges to jump up and around the room, then roll down a tunnel and go through the next door you see.

[THE CORE OF THE MATTER]



When you reach a room called the Energy Core, hang a left and walk down the hallway, shooting Shriekbats as you go. At the far end of the hall, you'll find a Morph Ball-sized tunnel. Enter the tunnel and roll to the next room, known as the Burn Dome.

[INCINERATOR DRONE]


The Incinerator Drone shoots two flames as it turns in a circle. Lock on to the device and strafe, moving quickly enough to avoid the flames. Charge your Power Beam as you strafe, then lock on to the red light that pops out of the top of the machine and blast it.


After you shoot the red light, the drone will burn the ceiling, causing Barbed War Wasps to emerge and attack. Shoot as many as you can before the drone starts up again, then lock on to the drone and repeat the above step. It will take about four charged shots to earn the Morph Ball Bombs.

upgrade roundup



This page contains tips on grabbing Missile Expansions and Energy Tanks. Note that none of the items are required to proceed through the game, but collecting them will make your life much easier. Grab as many as you like, then head for a room called the Sunchamber—where a fierce boss battle awaits.

[THE BOUNTY HUNTER'S LIFE CAN BE SO DRAINING]


Exit the Burn Dome and hang a left. Roll into Morph Ball form and let the Stone Toad swallow you, then drop a Bomb to eliminate the hapless creature.


Enter the room behind the toad and bomb yourself into the Morph Ball slot. Drop a Bomb there, then roll out of the room once the water drains.


Roll across the room to a second Morph Ball Slot and plant another Bomb. Doing so will cause platforms to raise. The water won't stay down for long. Hurry!


Cross the new platforms and run until you find a third Morph Ball Slot. If you drop a Bomb there, the poisoned water will drain from the room for good.

[FURNACE ENERGY TANK]


Once you complete the above steps, walk to the front of the Energy Core, turn around and go through the blue door at the far end of the room. Roll down the tunnel behind the door to enter the Furnace, where an Energy Tank waits for you.

[RUINED NURSERY MISSILE EXPANSION]



There is a Missile Expansion inside the Ruined Nursery. Go there and look for a crack in the wall. Enter the crack at the bottom-most point and drop a Bomb—it will blow up a brick and clear the passage. Roll out, then reenter the crack from the second floor and roll through until you find the expansion.

[RUINED GALLERY MISSILE EXPANSION]



The next time you're in the Ruined Gallery, look for an archway on the bottom floor. Use a Bomb Jump to propel yourself into the archway, then roll forward until you find another Missile Expansion.

[VAULT MISSILE EXPANSION]


Go back to the Hive Totem and use the door behind the ruined Hive Mecha. (There's an Energy Tank waiting if you didn't snag it earlier.) Roll forward through a series of pistons until you emerge in a room with an elevator. Hang a right and enter the Vault, then drop a Bomb in the lower lock.


Use the Bomb Jump to enter the second and third locks, then drop Bombs there to open the locks. To reach the third lock, drop a single Bomb, then double-tap the A Button just before the first Bomb explodes. It may take a few tries to get the hang of it—be patient.

[TANKS A LOT]


You'll discover an Energy Tank when you leave the Vault. Grab the new goodie, then leap down and into the Main Plaza. Samus's Power Suit can withstand falls from any height, so you can jump around like a maniac without concern.

varia suit



The Varia Suit will allow Samus to enter areas of extreme heat without fear. The suit won't protect you from direct flames or lava, but it will let you explore the depths of Magmoor Caverns. Head for the Arboretum to begin the quest for your new outerwear.

[MORE SYMBOL SCANNING]



Enter the Arboretum and start climbing the large tree in the center of the room. When you reach a bridge, turn right and look for a patch of red Venom Weed below. Blast the weed, then scan underneath it to activate the first of four symbols.

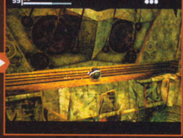
[TREE-MENDOUS!]



The second symbol is on the tree itself, at the far end of the red-and-white bridge. It can be a little hard to spot with the Combat Visor, so switch to the Scan Visor and look around until it locks on to the symbol.

[ROLLIN' WITH THE HOMIES]





As you climb around the edge of the room, you'll encounter two small cracks that you must traverse with the Morph Ball. The first crack has two blocks in the way—bust them with Bombs. The second crack contains Venom Weed. Shoot it, then quickly roll through before it regrows.

[RETURN OF THE SCANASAURUS]



The third symbol is between the first and second cracks. It's on the wall, on your left-hand side as you move up the room.



When you reach the top of the room, turn around and scan the tree. You'll find the fourth symbol on the near side of a twisted branch.

[FLAAHGRA]



Flaahgra draws its power from sunlight, which a series of radar dishes reflect onto her. When the battle begins, lock onto Flaahgra and sidestep to the dropped radar dish. Flip the dish up by hitting it with a charged Power Beam or a Missile.



Once you flip the dish, the channels at Flaahgra's base will open. Use the Morph Ball to roll into the channel and plant a Bomb. The explosion will kick you out, at which point you must repeat the process. There will be one more radar dish each time, for a total of four.



You'll need to stun Flaahgra, or it will knock the radar dishes back down. Two Missiles will stun the beast long enough for you to hit a couple of dishes. Alternate between flipping the dishes and keeping Flaahgra stunned. The lock-on-and-strafe maneuver is a lifesaver.

boost ball

It's time to explore two new areas of Tallon IV—Magmoor Caverns and Phendrana Drifts. The two locales couldn't be more different, and you'll have to learn the ins and outs of both if you hope to survive. To reach Magmoor, use the elevator you passed on your way to the Vault.

[TRICLOPS PIT MISSILE EXPANSION]



When you enter the Triclops Pit, look for a cave with red lights. Use the Morph Ball there and enter a tunnel, then roll until you find a second tunnel. Follow the tunnel until it leads you to a Missile Expansion.

[MONITOR STATION MADNESS]



As soon as you enter the Monitor Station, stand back and destroy three Auto Defense Turrets with Missiles. Leap to the middle scaffolding, then climb around the edge of the room. Make another large jump to a bridge, then walk forward across another bridge and through a blue door.

[DOOR BUSTING]



If you follow the path from the Monitor Station, you'll emerge in Phendrana Drifts (after taking another elevator). Look for a piece of steel grating, then smash it with a Missile. Use the Scan Visor to unlock a door above your current position, then leap up to the door and go through.

[TO THE BOOST BALL!]



Move through Phendrana until you find a room called Phendrana Canyon. (It's an offshoot of an area called Ice Ruins West). When you enter the canyon, look for a scan point on the right-hand side. Scan it to align a series of floating platforms.



Jump across the platforms, but be quick. They will fall if you stand on them for too long. Find the Boost Ball upgrade at the end of the platforms. You can use the new device to roll up and down halfpipes and reach previously inaccessible areas.

space jump boots

Once you claim the Boost Ball, you can turn your attention to the Space Jump Boots. The new footwear will allow you to leap across large gaps with ease. Before you snag them, take a moment to find the following power-ups.

[TRANSPORT TUNNEL A ENERGY TANK]





Go to the side of Transport Tunnel A nearest the Monitor Station and do a Double Bomb Jump on top of the black metal box. Aim left to reach a higher level. Keep moving left and double-jumping until you can go no farther, then propel yourself into the air and claim an Energy Tank.

[TRANSPORT TUNNEL B MISSILE EXPANSION]



If you take the elevator called Transport to Tallon Overworld West, you'll emerge near the Space Jump Boots. When you enter Transport Tunnel B, look for a bridge with steam underneath it. Use the Morph Ball to roll under the bridge and claim another Missile Expansion.

[SPACE JUMP BOOTS]

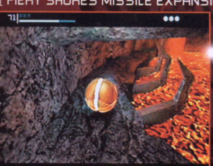


Go to the Tallon Canyon (in the Tallon Overworld) and look for a smooth, halfpipe-shaped section of rock. Use the Boost Ball to rocket up and down the halfpipe until you have enough speed to reach the second level. Roll across the bridge and bomb the rock, then walk through a few rooms until you find the Space Jump Boots.

wave beam

You upgraded your suit, but the Arm Cannon is feeling a little left out. If you want a new, powerful weapon (and hey, who doesn't?) head back to the Phendrana Drifts. You can take a slight detour in Magmoor Caverns to retrieve another five Missiles.

[FIERY SHORES MISSILE EXPANSION]



If you take a brief detour through Fiery Shores, you can find another Missile Expansion. Look for a small ledge that looks like a rib cage, then roll up the ledge until you reach a metal platform. Carefully work your way across the platform to find the new power-up.

[HOPALONG SAMUS]



Go back to the Phendrana Shorelines and look for a pair of floating platforms. Use the Space Jump Boots to leap across both floaters and reach a new area. (Access the new area through a blue door surrounded with old-looking architecture).

[WATCH YOUR STEP]





When you reach the Chozo Ice Temple, leap up and around the edge of the room. Watch out for small critters that will try to knock you off your high perch.

[SHOOT THE SHAMAN]



The top of the Chozo Ice Temple contains four statues. Scan each one until you find a Chozo Shaman, then shoot it with a Missile to expose a Morph Ball Slot. Drop a Bomb inside the slot to move a gate and open a new passageway. Follow it to the Chapel of the Elders.

[SHEEGOTH]





Inside the chapel, four Baby Sheegoths attack you. Lock on to one and dash until you're behind it, then blow off its shell with a charged Power Beam. Repeat with the remaining three.



After the four are no more, you must battle a full-grown Sheegoth. It's a tough battle, but winnable with a couple of Energy Tanks under your belt. The Arm Cannon is next-to-useless against the massive creature, so stick with Missiles.





Wait for the Sheegoth to expel freezing breath, then manually aim at the corner of her mouth and launch three Missiles. The gill behind the mouth is the only weak spot, but you can't lock onto it. If you run out of Missiles, use the Arm Cannon or Bombs and hope for the best.

worlds of mystery

We've only scratched the surface of Metroid Prime. There are plenty of surprises to come, including a whole slew of unmentioned Missile Expansions and Energy Tanks. We'll have more Metroid Prime coverage in next month's issue, but if you want that perfect score you'll have to search high and low for power-ups and Log Book entries. Good luck, Hunter!



WHILE KIRBY AND META KNIGHT CLASHED WITH SWORDS, KING DEDEDE WATCHED AND LEARNED THAT KIRBY COULDN'T HANDLE HIS BLADE. SO DEDEDE DIALED UP NIGHT MARE ENTERPRISES--WHICH HAS ITS OWN EVIL AGENDA--AND ORDERED UP HIS LATEST ANTI-KIRBY MONSTER . . .



. . . THE BIG BEETLE, BUGZZY, WHICH N.M.E. BOASTS IS ITS "SWORDS-MODEL EXTRAORDINAIRE!"



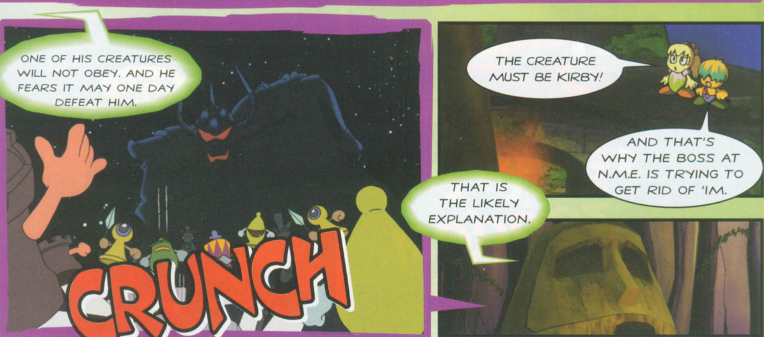






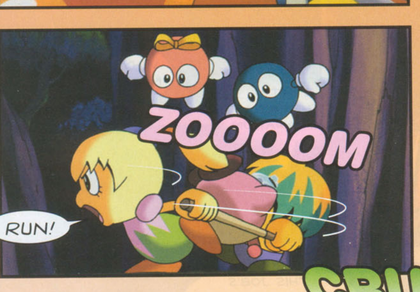


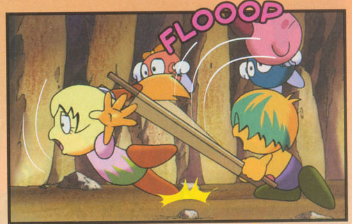


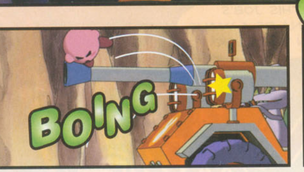


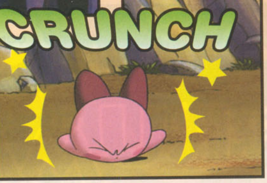














KIRBY, MEET MY NEW MONSTER, BUGZZY!

WHIRRR

THUMP

WHIRRR

SWIPE

SWOOSH

KING, I DON'T UNDERSTAND. I THOUGHT YOU WANTED ME TO BATTLE KIRBY!

YOU FOUND KIRBY'S WEAKNESS. THAT'S ALL WE WANTED!

SO! YOU WERE ONLY USING ME . . .

. . . TO FIND THE RIGHT MONSTER TO ORDER!

SWOOSH

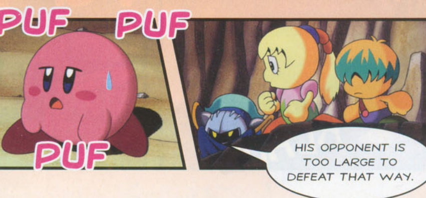
WHRRR

KIRBY! DO SOMETHING!

KIRBY! TRY TO SUCK IT UP!

SSHSSHHOOO





ZZZING

SMACK

WHOOSH

SSHSSHHOOO

WHOOSH

ZZZZING!

HE IS NOW SWORD KIRBY.

YOU CAN DO IT, KIRBY!

THAT BUGZZY SURE IS ONE SHARP-LOOKIN' MONSTER AIN'T HE?!

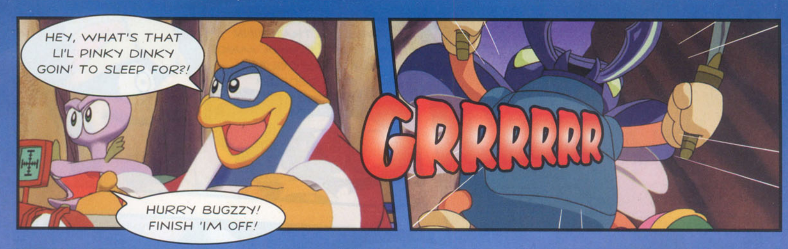
KA-KLANG!

KLANG

KLANG

PUF PUF

ZZZZZZ









KABLAM

WELL . . . THAT PINK PUNK AIN'T GONNA MAKE A MONKEY OUT O' KING DEDEDE!

OUT O' MY WAY META KNIGHT!

SIRE, IT IS MY DUTY TO WARN YOU. KIRBY HAS GREAT POWER NOW.

SCREECH

YEAH! WELL WHO'S THE KING 'ROUND HERE--YOU OR ME?!

IT PAINS ME TO DO THIS SIRE-- BUT I MUST.

BLAM

KABLAM

BOOT!

WE'RE GOING BACKWARDS!

AAAAH!

HEY META KNIGHT, WHO'RE YOU TRYIN' TO PROTECT HERE. . .

KING DEDEDE OR KIRBY?

I AM A LOYAL SUBJECT OF THE KING . . .

WHY WOULD I HELP KIRBY?



"Groundbreaking and brilliant..."

"Neversoft has another masterpiece on its hands."

-Official PlayStation Magazine (#60)

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TONY HAWK'S PRO SKATER™ 4

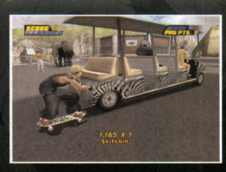
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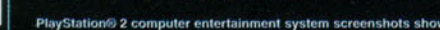


GAME BOY ADVANCE

Compatible with Playstation® game console and compatible with Playstation® 2 computer entertainment system.



Blood
Comic Mischief
Mild Lyrics
Suggestive Themes



PlayStation® 2 computer entertainment system screenshots shown.







activision02.com

Welcome to

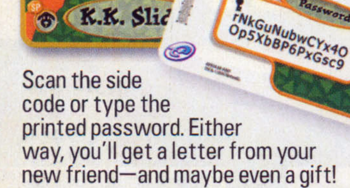
Animal Crossing

Population: Growing!

Be the Leader of the Pack!

You've hung out with your new neighbors in Animal Crossing for the GCN—now collect the new Animal Crossing-e card series and invite 'em all over to your house again!

Who's Who in the Whole Zoo!



Scan the side code or type the printed password. Either way, you'll get a letter from your new friend—and maybe even a gift!

Many of the Animal Crossing-e cards are Character Cards, which show an animal on one side and up-close-and-personal details and two special Animal Crossing game codes on the other side. If you type out and mail the printed code to an animal who lives in your town, you'll receive a special letter (and maybe a gift) in the mail. And if you scan the side code with your e-Reader—connected to your game through the Nintendo GameCube Game Boy Advance Cable—you'll receive a letter and a special gift. Maybe you'll get one of the harder-to-get items in Animal Crossing!





Lovely Stereo



Hamster Cage



Keep Track of Your Zoo Crew with the Collector's Poster!

Animal Crossing-e cards are sold in foil packs. Each pack contains a random set of five cards for the suggested retail price of $3.29. A first herd of cards is already in stores, and a second series of Animal Crossing critters will arrive by January 2003. With the big card migration under way, keep track of which cards you've collected with the attached Character Card poster for the first two series—and use it to decide who's the coolest critter of them all!

The Games that Animals Play



We entered Sable, Tom Nook and Porter into a friendly Animal Relay Mini-Game against another team. Guess who came out ahead?

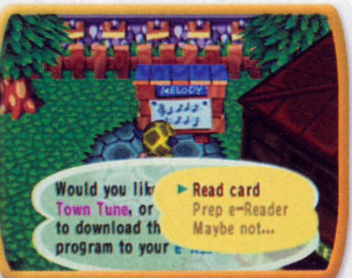
Animal Relay and Jump Rope are among the Mini-Game cards in the series. Using your e-Reader, scan a Mini-Game card to open a competition on your Game Boy Advance. Then scan three Character Cards to enter those characters. When you've set up the competition, start the action and see who wins!

Liven Up Your Town with New Designs and Tunes

You can use both Design Cards and Town Tune Cards to bring new effects into your Animal Crossing game. Scan the cards with your e-Reader and send the wild effects through your Game Boy Advance to your Nintendo GameCube via the link cable. Once you have a new design, you can proudly show it off wherever you want—on your clothing, umbrella, wallpaper, carpeting and even your island flag! And your new Town Tune will play every time you talk to a friend in your Animal Crossing game, so you'll hear the results of your Animal Crossing-e card collecting everywhere you go.



Speak to Mabel at the tailor shop to scan and use a Design Card. She'll help you get the pattern off the card and into the game so you can start using it!



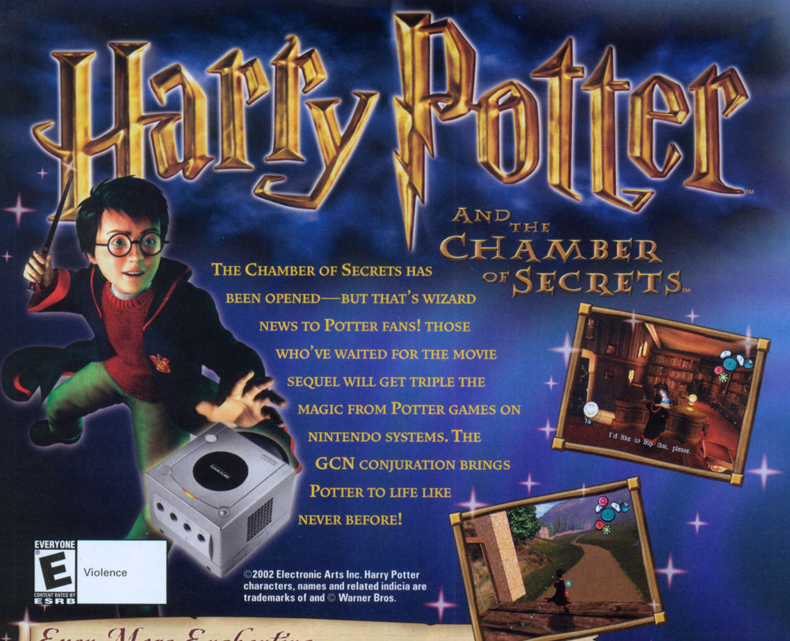
Visit the Town Tune bulletin board to scan a Town Tune Card. The song will be in all of your friends' houses in your Animal Crossing town!


001 K.K. SLIDER
002 ROVER
003 PORTER
004 TOM NOOK
005 TORTIMER
006 MR. RESETTI
007 BLATHERS
008 SABLE ABLE
009 MABEL ABLE
010 KAPP'N
011 BOB
012 MITZI
013 PUNCHY
014 ANKHA
015 PAOLO
016 TEDDY
017 PORTIA
018 PEANUT
019 BLISS
020 BUNNIE
021 O'HARE
022 BILL
023 JOEY
024 MAELLE
025 BIF
026 LOBO
027 RASHER
028 PIGLEG
029 RHODA
030 PLUCKY
031 TAD
032 DRIFT
033 CHEVRE
034 BANGLE
035 ROWAN
036 BUCK
037 BLUEBEAR
038 JUNE
039 CHERI
040 APILLO
041 CUBE
042 FLASH
043 YODEL
044 FAITH
045 BUD
046 FLOSSIE
047 PINKY
048 NIBBLES
049 DOTTY
050 SCOOT
051 BORIS
052 GOOSE
053 ADMIRAL
054 KODY
055 PIRCE
056 PUCK
057 BONES
058 DORA
059 SPIKE
060 JANE



Welcome to
Animal Crossing
Population: Growing!
© 2001, 2002 Nintendo.
061 TOM NOOK
062 PELLY
063 COPPER
064 SAHARAH
065 JOAN
066 JINGLE
067 REDD
068 OLIVIA
069 STINKY
070 PURRL
071 ELOISE
072 ELINA
073 EUNICE
074 BAABARA
075 DOZER
076 GRIZZLY
077 COOKIE
078 BUTCH
079 FILBERT
080 SALLY
081 DOC
082 COCO
083 POMPOM
084 DERWIN
085 BUBBLES
086 CHIEF
087 DOBIE
088 SAMPSON
089 LIMBERG
090 CURLY
091 LUCY
092 AVA
093 LEIGH
094 CHUCK
095 PATTY
096 JAY
097 MIDGE
098 PUDDLES
099 LILY
100 CAMOFROG
101 BOOTS
102 IGGY
103 TYBALT
104 CYRANO
105 YUKA
106 ELMER
107 PEACHES
108 VLADIMIR
109 PONCHO
110 PEEWEE
111 SPROCKET
112 MARCY
113 KITT
114 BUZZ
115 ROALD
116 AURORA
117 OLIVE
118 FRANKLIN


PROLINE
TEAM
PROLINE TEAM
Comes in 20" and 24" sizes.
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Promax V-type brakes.
Tioga Comp III tires.
Redline alloy Flight hubs.
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KOOL STOP
TIOGA
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LIZARD SKINS
Sportslink
NINTENDO POWER
PROME



Even More Enchanting

It's a faithful adaptation of the movie—plus much more. Sure, you'll find the Weasley home recreated in all of its bizarre splendor, but you'll also get new insights into Potter's world—check out the magic washing machine in the Burrow back yard! Chamber of Secrets is epic, and our coverage tracks the second-year student to Diagon Alley.

Flipendo the Measurer



After the Weasleys pick you up from the Dursleys' house then drive you back to their home—the Burrow—you can try out your Flipendo spell against the Magical Measurer.

Practice Makes Perfect

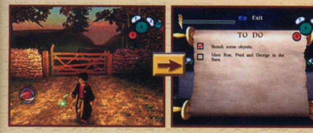


After being locked up for the summer at your aunt and uncle's home, you're a little rusty with your wand, so the Weasleys set up a few spellcasting challenges for you. Your first challenge is to use your Flipendo spell to knock a glass jar off a barrel. Target the jar with the L Button, then push the X Button to release an energy bolt.

Consulting Your Remembrall

Your inventory contains maps, books, spells and more—including the Remembrall, which keeps track of all of the objectives that you have (and haven't) completed. As you progress through your quest, the Remembrall may pop up on the lower-left side of the screen, which means that your Remembrall has been updated—either to add or check off an objective.

Keep an Eye Open for the Icon



In the beginning of the game, the Weasleys will run to the barn and call you to follow them. Just after they run off, the Remembrall icon will appear on the screen, then vanish. Open your inventory and see what's changed on your "To Do" list.

Clear the Task



When you enter the barn, the Remembrall icon will appear again—you've finished a task and it's checked off the list.

Mind the Updates



After you blast gnomes out of the rafters, the Remembrall updates itself again—revealing an unexpected new task.

Magical Sundries

The magical miscellanea of the Harry Potter world fills the Chamber of Secrets landscape. Collecting Wizard Cards is just as much of a craze in the GCN game as it is among the students at Hogwarts. And scoring many of Bertie Bott's Beans and bizarre sweets isn't just an amusing—and sometimes disgusting—diversion. It's an essential part of game play for second-year students.

Filling the Folio Magi

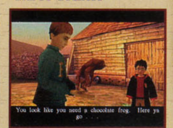


Harry hauls around a tome that contains his Wizard Cards collection. To collect all 101 cards, you'll need to find many hidden ones, win others and trade for others with game characters. For every 10 unique cards that you find, your Stamina Bar will increase.

The Bean Trade

You can use Bertie Botts Beans to trade Fred and George Weasley for some of their sweet items.

Tasty Treats



Scoring Chocolate Frogs and Pumpkin Pasties will enable you to charge up your Stamina when it has been depleted.

Degnoming the Garden

Before you can leave on your merry trip to Diagon Alley, you must help the Weasleys dispose of the gnomes that plague their garden. In doing so, you'll learn the basics of throwing and maybe even earn a secret Wizard Card.

Stun and Throw



To degnome the garden, you must first Flipendo a gnome—then the A (action) Button will allow you to pick it up and throw it far away.

Secret Rewards



Now and then during your quest, you'll receive special rewards for going beyond the call of duty to fulfill tasks in your Remembrall. If you hurl a gnome more than 200 feet ouf of the garden, you'll earn a special Wizard Card.

Extra Challenges



Players who want to prove themselves the best degnomers around can try to hit targets on the haystack and the scarecrow.

Check In & Check Out

As you progress in each area or through each day, your Remembrall will add and check off "To Do" items. Eventually, you'll complete all of the tasks. When that occurs, the Remembrall will add an "End of Day" item to the list. You can explore the areas to your heart's content then check off the final item to conclude the episode and begin the next one.



Taking Stock After the Floo Flop

After watching an enchanting sequence in which you mishandle Floo Powder while trying to get to Diagon Alley—and wind up at Borgin and Burkes in Knockturn Alley—you're left to investigate strange happenings in the creepy shop.

Save Game Scrolls

Probe the Environs



As soon as you crash-land in the fireplace inside Borgin and Burkes, use the silver scroll to save your game progress.

Dark artifacts and unfamiliar magics fill the shop. Explore the front shop and open cabinets to find helpful items.

Spy on the Spectacle from Inside the Wardrobe



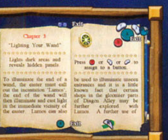
To see the plot unfold a little further, climb into the massive black wardrobe. Borgin will enter the shop with Draco Malfoy and his father, and they'll discuss dark matters. The elder Malfoy will sell Borgin a book, which the sinister shopkeep will put on a bookstand.

Fool the Freaky Hand



After the three leave, head for the book. A cursed hand artifact will blast you back if you approach normally—go on tiptoe instead.

Learn the Lumos Spell & Assign It to a Button



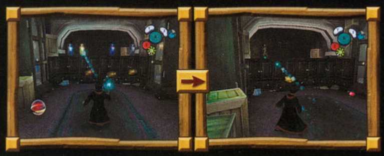
When you pick up the book, you'll learn the Lumos spell, which has multiple uses. It will illuminate the tip of your wand, reveal secret passages and eliminate some enemies. You can assign spells to buttons for quick use—select a button for Lumos since you'll be using it often.

Reveal a Secret Passage



The back of the wardrobe will open, revealing a dark hallway. At the end of the hallway, use Lumos to discover a secret passage.

Who's the Target in the Shooting Gallery?



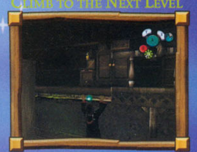
In the storerooms, an imp ambles along cabinets while drawers open and spit out vases that roll toward you. If they strike you, you'll lose stamina and some of Bertie Botts Beans. Flipendo the imp—he'll fall into the back room.

Cage the Basement Pest



Climb on top of the cabinets that separate the front of the storeroom from the back, then jump into the second half of the room. Flipendo the imp to stun it, then grab the irritating thing and drop it into the open cage.

Climb to the Next Level



With the cage closed, you can use it as a step to climb up to the walkway that surrounds the main floor.

Eeylops Owl Treat

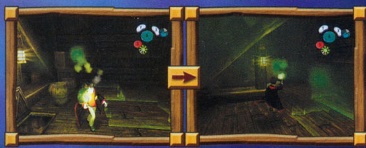
There's a chest at one end of the walkway. Open it to pocket an Eeylops Owl Treat, which might be useful if Hedwig were around . . .

Feed Hedwig for a Favor



You can always call Hedwig from owl perches—and fortunately there's one at the other end of the walkway. Call Hedwig, then feed your owl the treat. She'll fly through a hole in the ceiling and knock down a ladder. Climb the ladder to access the upper rooms of Borgin and Burkes.

Cast Lumos to See Weak Spots in the Floor



Parts of the upper floor are weak. If you tread upon them, you'll fall through the floor and land near the caged imps. Though you can simply return the way you came, avoid the hassle by lighting up a Lumos spell—you'll see exactly which spots you should walk around.

Slip Past the Crates



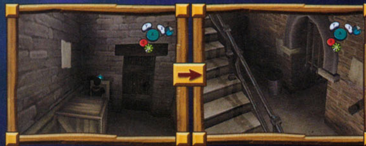
After you enter the back alley, you'll find your progress blocked by a pile of crates. Put your back to the wall and squeeze past.

The End of the Alley



You'll find the alley exit barred and locked. Stand next to the crate and press the A Button to grab and move it.

Pull the Crate Back to Reveal a Secret Panel



After you pull the crate back from the wall, you'll find a panel set into the wall. Press it to open the heavy gate next to the shop stairway, then squeeze through the alley crates once more to return to the spot.

Just a Stone's Throw from Diagon Alley!

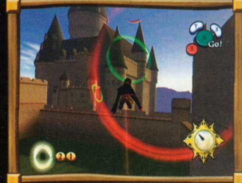


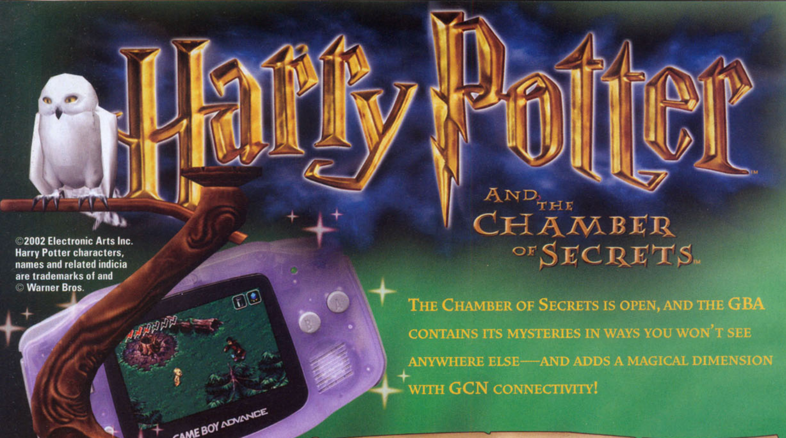
Enter the gated area, then open the chest to claim another Wizard Card. Press the stone panel set into the brick wall to release the bars on the alley exit. Run back to the door you unlocked and enter Diagon Alley.

Read On—This Chamber's Got Secrets!

Shopping for your second-year supplies is no easy feat. Dangers abound—and you haven't even reached Hogwarts yet! Our strategy coverage continues in January and will reveal the secret area that unlocks for those who own the GBA version of the game. But there's more Potter to read about right now! Turn the page to explore the absolutely wizard side of Chamber of Secrets that appears only on the Game Boy Advance.







THE CHAMBER OF SECRETS IS OPEN, AND THE GBA CONTAINS ITS MYSTERIES IN WAYS YOU WON'T SEE ANYWHERE ELSE—AND ADDS A MAGICAL DIMENSION WITH GCN CONNECTIVITY!

The Epic Continues

As Harry heads into his second year, he begins his Game Boy Advance quest in a spot unique to the GBA. And that's not all that's unique about the handheld epic.

Breaking into the Bank

After you witness the intro sequence that takes Harry from the Burrow into the bowels of Borgin and Burkes, you'll appear in Diagon Alley, ready to shop for school supplies. But first you must survive a spelunking trip underneath Gringotts Bank.



Going into Gringotts



Walk into Gringotts and speak with Griphook. He'll explain that the track is under repair so you must go to your vault on foot.

1 Climb the Ledges

The tunnels underneath Gringotts have many ledges. Climb up to discover a chest in the corner of one high area.

2 Pull Vault Switches



Pull the vault switch that protrudes from the cavern wall to slide open the impenetrable door. Speak with the bank officer beside the door to gain a helpful clue about how to defeat the Fire Crabs that scuttle throughout the vaults.

3 Fire Up Flipendo



Hold down the A Button to charge Flipendo. If you fire at the crab before the spell is fully charged, the foe will withdraw into its shell.

Blast the Crystals



You'll encounter crystal masses that rise through the floor. Flipendo them—they'll shatter and may release items.

4 Haul the Gem Cart onto the Pressure Pad

Stand beside the gem cart and press the B Button—its action changes depending on what you're close to. Press the B Button to grab onto the cart. Pull it backward until it rests on the pressure pad. A treasure chest will fall to the ground nearby.

5 Use the Remembrall

In the GBA game, the Remembrall acts as a restarting point. If you lose all of your Stamina, you'll start from the Remembrall's spot.

6 Reveal a Chest




Push the second gem chart forward onto the pressure pad to make another chest fall from the ceiling.

7 Turn on the Crusher




To progress, you'll need to get past the crusher that is motionless on the floor. Activate it with the nearby swtich.

8 Ride the Rail

Platforms ride on a rail that spans a lethal drop. To cross over the red-hot lava, hop on the platform when it approaches.

Sidestep Stalactites



Keep an eye out for cave stalactites that suddenly drop from the ceiling—they'll knock a hole in your Stamina if they hit you.

9 The First Gem



To open the vault that contains the Incendio spell, you must collect five gems. The first is nearby in a treasure chest.

10 The Second Gem



To open the vault door where the second gem is, pull the nearby gem cart onto the pressure pad. Then eliminate all three of the Fire Crabs in the vault to gain the second gem. Power your Flipendo spell to its maximum before releasing it, or you won't destroy the crab—you'll just cause it to withdraw into its shell.

11 The Third Gem—and the Way Forward



Collect the third gem from the chest, then activate the crushers. Walk through them when it's safe.

12 Take Note of the Remembrall



There's a second Remembrall on one end of the bridge. Use it to secure a new restart point.

The Fourth Gem



Push the gem cart to the end of its short track to dump it out. The fourth special gem is among its contents.

Pass by Your Vault



You'll find your savings vault during your gem hunt. It's covered with cobwebs. You can't enter until you burn them away.

The Fifth Gem—Crush the Boulder



Lift the crusher by pulling the lever in the wall. Then roll the boulder underneath the crusher. Return to the wall lever and activate it once more—the apparatus will destroy the rock and reveal the fifth and final gem. Take the five gems to the bank clerk outside the Incendio

Vanquish the Incendio Guardian



A gargantuan crab creature hulks around the vault. It hurls giant fireballs at you. Watch the fireball's shadow to see if it's about to drop on you. Charge your Flipendo spell fully, then release it at the creature. Continue striking the crab until it falls over for the final time—the tremor will shake the Incendio spellbook from the ceiling.

The Incendio Spell



Once you have the Incendio spell, you can light Wizard candles and burn away certain barriers—such as cobwebs.

The Right Combo



Use the Incendio spell to burn a path to your vault. Blast the cobwebs with the spell several times to gain access.

Connecting Potter's Worlds

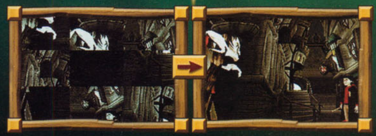
There's a special kind of magic within The Chamber of Secrets. If you have the Nintendo GameCube Game Boy Advance Cable, you can explore the connection potential of the GBA and GCN versions of The Chamber of Secrets.

The Hogwarts Grounds Expand on the GBA



If you have both The Chamber of Secrets for the Nintendo GameCube and the Game Boy Advance, turn on both games and connect the two systems with the link cable. A whole extra area of the Hogwarts grounds will open for your exploration!

Harry Potter Puzzles on the GBA



If you have The Chamber of Secrets for the GCN but don't yet have it for the GBA, you can still connect your GBA with the link cable and get fun results. You can upload Harry Potter art from your GCN to your GBA—the art will be chopped into pieces for you to reassemble!

Harry Advances One Year

Harry Potter's second-year troubles are only beginning. With knuts from his vault, Harry can go on his school-supply spending spree, then head into the dangers awaiting him at Hogwarts—not to mention many smashing games of Quidditch. Though an ultimate evil waits in The Chamber of Secrets, Harry's latest GBA adventure will reveal a side of the Harry Potter world that will delight Potter fans everywhere.



007™ nightfire™

THERE'S NEVER BEEN A BOND LIKE THIS ONE. EA GAMES'S JAMES BOND 007: NIGHTFIRE COMBINES A GREAT ORIGINAL STORY, INTENSE SHOOTING AND DRIVING ACTION, SLICK GADGETS, POWERFUL WEAPONS AND COOL MULTIPLAYER MODES. IT'S A LICENSE TO THRILL ON NINTENDO GAMECUBE.









You Only Live Thrice

EA Games originally set out to create a game based on *You Only Live Twice*—one of the classic Bond flicks from the Sean Connery years. But as production began, the development team decided to create an all-new adventure in a stylish shooter. The plot follows Agent 007's attempt to foil the deadly machinations of Raphael Drake, who is plotting to wreak destruction on earth with an orbital missile platform. Bond's mission takes him from the French Alps to earth's orbit as he plays a deadly game of cat and mouse with Drake and his evil colleagues.



Sinister industrialist Raphael Drake plans to control an American missile platform by using stolen codes.



CIA agent Zoe Nightshade returns (from Agent under Fire) to assist Bond on the mission.



Bond must piece together Drake's diabolical plot through dangerous covert missions around the world.



Not all of Bond's work entails wearing a dinner jacket and exchanging polite insults with his host. Most of the time he's risking his life.



Bond doesn't always work alone. Alexander Mayhew has vital information for Bond, but he must live long enough to divulge it.

The Game Is Not Enough

NightFire is the closest interactive Bond experience to an actual Bond film. The likeness of actor Pierce Brosnan is used for the first time, giving the in-game character an authentic look. That's just one of many cinematic elements that make NightFire almost as exciting to watch as it is to play. EA intersperses 3-D cut scenes throughout the game to develop the plot and introduce characters. But as fun as it is to see Bond in action, it's more fun to *be* Bond. For the first time, players control Bond from a third-person view in dynamic action scenes. To top it off, EA mixes in great sound effects and Bond musical themes.



Bond is just as dashing as in the movies, but not all of the beautiful spies he meets in the game are on his side.



You'll get an eyeful of Paris. Flying over the city in a chopper, Bond must protect Dominique from persistent pursuers.



Most of Bond's work takes place in first-person perspective behind the barrel of a deadly weapon.



Stealth moves play an important role in Agent 007's mission. The third-person perspective lets you see the action.



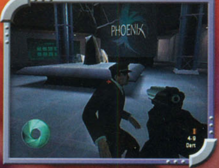
Bond uses special moves, as well. The green meter indicates Bond's remaining strength. Don't let him fall.

The Man with the Golden Guns

Ever since GoldenEye made such a huge splash on the N64, first-person shooters have packed a broad assortment of firepower. NightFire is no different in that respect. Bond's arsenal ranges from single-shot pistols to a suitcase machine gun that you operate remotely. Many missions dictate the best weapon choice, but players have the option to be creative.



Bond begins missions with an appropriate weapon, and he picks up dropped ones and discovers others during play.



Some weapons, such as the dart gun, only knock out enemies. In some situations, you must live and let live.



When you launch a guided missile, your view switches to the missile's camera so you can guide the warhead to its target.



Most weapons have two firing functions, such as single shot and automatic firing modes. Bond also picks up explosives.



Special weapons have zoom functions so Bond can eliminate distant enemies before they even know he's in the area.



Bond can collect armor and extra ammo for his weapons along the way. Fallen foes often drop ammo and weapons.

Gadgets Are Forever

Gadgets from Q Branch play a vital part in Bond's mission success. Some gadgets, such as the laser wristwatch, help Bond access locked areas. Others, such as the grappler, allow James to work past obstacles. Players can quickly access the gadgets with the Control Pad and switch between gadgets and weapons instantly. Fortunately for Bond, Q always supplies him with just the right tool for the job.



Lighter Camera

Collecting intelligence is a big part of Bond's mission. Q Branch has cooked up some nifty items, like the lightercam, to help him.





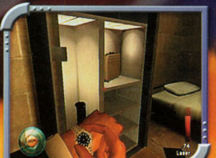
Decryptor

Access computer terminals to gain codes and complete mission objectives.



Night-Vision Glasses

Special glasses allow Bond to see in the dark and to see heat sources, such as laser beams that trigger alarms.



Laser Wristwatch

Burn out locks and cut through metal bars with Bond's laser. Your power is limited, but it replenishes itself over time.



Live and Let Drive

Driving Bond's custom Aston Martin V12 Vanquish has never been so sweet. The same development team that created Need for Speed: Hot Pursuit 2 created the incredible driving sequences in NightFire. The handling is great, and you can fire weapons or drop smoke bombs and take other defensive measures. NightFire also includes shooting sequences from moving platforms.



The game begins with a flying/shooting sequence. Bond must scope out the situation and eliminate the threat from the bad guys.



The snowmobile ride in the Alps begins with a gun battle at the garage. You can't leave until all the enemies are facedown in the snow.



Bond takes the wheel of his Aston Martin on slick roads, and later, on an icy river, where choppers attack.



Even the driving and shooting sequences have exciting cut scenes, such as a flying-snowmobile one.



Moonfaker

Bond is constantly on the move, whether it's by land, sea or air or even far above the atmosphere in zero gravity. Here's a sample of NightFire's exotic locales.



Austria

Before Bond can join the party, he must sneak past armed guards and negotiate a treacherous path along the icy edge of a mountain cliff. The action moves into a fortified citadel and then to a race down the mountainside.



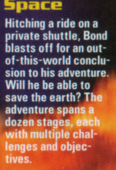
Japan

Bond visits the land of the rising sun only after the sun has set. He must learn more about the Phoenix Corporation and Drake's link to it. The action takes place in a traditional Japanese estate with secret entrances and in an office tower in Tokyo.

South Seas

Bond picks up Drake's trail in the South Seas, where he pilots a high-tech, personal submersible against underwater attackers and infiltrates a Phoenix base on a tropical island.





Space

Hitching a ride on a private shuttle, Bond blasts off for an out-of-this-world conclusion to his adventure. Will he be able to save the earth? The adventure spans a dozen stages, each with multiple challenges and objectives.

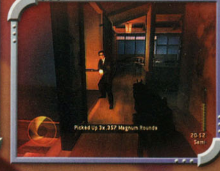
Goldfingers

The challenge for would-be agents is not simply to survive. NightFire has multiple goals, a point system for earning Gold, Silver and Bronze Medals, special Reward Cards and unlockable goodies such as extra scenarios and skins for use in the multiplayer games. There are three difficulty levels to the game—Operative, Agent and 00 Agent. At the hardest level (00 Agent), the enemies are far tougher, deadlier and faster. Players can charge in with guns blazing or maximize their scores by using the gadgets and nonlethal methods to accomplish tasks.


At the Operative difficulty level, the guards couldn't shoot a barn if they were inside it.



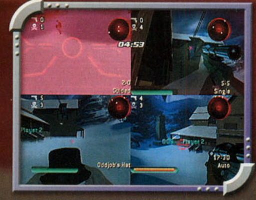
Use special Bond Moves to increase your score. If you earn a medal, you can win extra cool stuff to use in the multiplayer matches.



Only the most canny agents will survive under the intense pressure of the 00 Agent difficulty level.

The Spies Who Clubbed Me

After you complete the single-player adventure, you still have a world of action to conquer. NightFire has a dozen multiplayer modes for up to four agents. You can unlock even more scenarios by winning medals. We're talking endless replay value!


The Arena is your standard deathmatch—every agent tries to stay alive and shoot everyone else. There's a Team Arena, too.


In Capture the Flag, your goal is to capture the enemy's flag and return it to your base. You can try your multiplayer matches in a variety of settings, such as Fort Knox and the Missile Silo.

From EA with Love

For Bond fans, action nuts, shooter aficionados and anyone else who just likes an exciting game and a good challenge, NightFire is a must-play game. If you thought Agent under Fire was a bit easy or graphically plain, take heart—NightFire is neither. It's gorgeous and it's tough, particularly at the Agent and 00 Agent levels. Once you start playing, you'll live to play another day.





CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



TUROK: EVOLUTION INVINCIBLE!—PAGE 94

We're delving deep into two recent Nintendo GameCube releases this month. First, we discuss the hidden Token Wells in Star Fox Adventures. Then, we examine the mysteries of the Happy Room Academy in Animal Crossing, with plenty of codes for other hot games in-between.

STAR FOX ADVENTURES — GCN



WELL REWARDS — TIPS

COLLECT CHEAT TOKENS IN EIGHT DINOSAUR PLANET LOCATIONS. USE THEM TO UNLOCK FEATURES AND INTERESTING INFORMATION.

There are two types of items that you'll find only on Dinosaur Planet: Fuel Cells and Cheat Tokens. While Fuel Cells help you fly the Arwing from one place to the next, the function of Cheat Tokens is a little more mysterious. Half of the game's tokens activate menu features. The others give clues in the form of fortunes. Drop your tokens into the well that lies in the center of the WarpStone's maze to activate the cheats.





You'll collect eight tokens from wells throughout Dinosaur Planet. Drop them into the WarpStone's maze well to activate the cheats.

THORNTAIL HOLLOW

The ThornTail Hollow Token Well is the easiest one to find. It's in the middle of the ThornTail Store lobby. Toss 20 Scarabs into the well and get a token in return. When you take the token to the maze's well, you'll unlock the game's credits, which you can access from the Options menu. Save the game, quit and toggle on the credits.

ICE MOUNTAIN

Return to Ice Mountain once you can hold at least 20 Scarabs and use a Bomb Spore to blast your way into a cave near the cannon-protected complex where you fought two SharpClaws. You'll discover a Fuel Cell and a Token Well. Toss your Scarabs into the well and collect a token that will unlock a music-playing option in the game's Audio menu.

SNOWHORN WASTES

Enter the SharpClaw Prison area and ride an ice floe downstream to a well. You can buy a token from the well that earns you a fortune.

MOON MOUNTAIN PASS

After you run under the floating meteorite in Moon Mountain Pass, follow the directions of your Fuel Cell Compass to reach a cave that holds both a Fuel Cell and a Token Well. The well's token will activate a Language menu option that allows you to see the game's dialogue in Dinosaur language.

LIGHTFOOT VILLAGE

After you escape from LightFoot Village and complete the side quest that involves saving the village children, you'll be able to rocket up to a ridge that surrounds the settlement. There, you'll find Fuel Cells and a fortune-activating well.

VOLCANO FORCE POINT TEMPLE

When you return to Volcano Force Point Temple with the third SpellStone, use a MoonSeed to create a vine near the temple's main gate. You'll find a cave that contains Fuel Cells and a well that will lead you to another fortune.

CAPE CLAW

Once you gain control over the SharpClaw cannon in Cape Claw, use it to destroy a barrier under the LightFoot Village passage. You'll uncover a Token Well that gives you the key to a graphics option that sets the game in black and white.

OCEAN FORCE POINT TEMPLE

You'll have the Portal Move during your second visit to Ocean Force Point Temple. Use it to enter a portal and discover a well that will offer you a fortune-telling cheat.

SUPER BUST-A-MOVE — GBA

BUST-A-CODE — CODES

USE CODES TO UNLOCK CHARACTERS AND ALTERNATE PUZZLES.

The fun puzzle antics of Super Bust-a-Move get crazier after you enter a pair of codes at the title screen. Press A, R, L then A to make two character icons appear in the lower-left corner of the screen. Then start the game and press up and down on the puzzle selection menu to cycle through the available characters. You'll see that the new characters are selectable choices. For a new choice in puzzles, press B, R, L and B at the title screen. A planet icon will appear in the lower-right corner of the screen. When you start a puzzle mode game, you'll see that the puzzles are completely different from, and a little more challenging than, the normal setting's.

CODE	RESULT
A, R, L, A	UNLOCK CHARACTERS
B, R, L, B	UNLOCK ALTERNATE PUZZLES

FREEKSTYLE — GCN

CONDENSED CODES — CODES

UNLOCK EVERY TRACK, BIKE AND PIECE OF GEAR WITH THREE CODES.

The Freekstyle codes are becoming more concentrated. Last month, we presented six codes that unlock individual tracks, 24 codes that unlock bikes and 16 codes that unlock gear. This month, we give you three codes that do the work of those 46 codes. You'll find the code entry interface in the Options menu. Use it to key in any of the codes listed below. A "Valid" message will confirm correct code entry. The track and bike codes work only in single-event modes. The gear code works in all modes. In case you missed it, FULLHOUS unlocks every rider.

CODE	RESULT
BUSPASS	UNLOCK ALL TRACKS
FACTORY	UNLOCK ALL BIKES
HOOKEDUP	UNLOCK ALL GEAR



Key in the BUSPASS code to give yourself a full selection of race tracks and stunt arenas.



Use the FACTORY code to gain access to every rider's bike instantly. That's quite a collection!

BEACH SPIKERS — GCN

SEGA SWIMWEAR — CODES

GIVE YOUR BEACH SPIKERS A SEGA LINE OF UNIFORMS, FACE TYPES, HAIR STYLES AND SUNGLASSES BY KEYING IN CUSTOM NAMES.

When you edit your team at the beginning of a World Tour in Sega's Beach Spikers, you can unlock new looks for your characters by entering key names, some of which recall classic Sega games. Enter DAYTONA as your character name, for example. The word will disappear from the name entry interface to confirm correct code entry. Fill the space with any name that you'd like to use for your character. When you select the character's uniform, you will see that uniforms 107 and 108 are marked with the word "new," which means that you've just unlocked them. Both uniforms mirror the color scheme and general look used in the game Daytona USA, and they use the logo of one of the game's cars, the Hornet. All of the custom names below unlock uniforms. Some of them also unlock new hair, faces and sunglasses that recall a particular Sega game.

NAME	RESULT
JUSTICE	UNLOCK UNIFORMS 105 & 106, SUNGLASSES 94
DAYTONA	UNLOCK UNIFORMS 107 & 108
FVIPERS	UNLOCK UNIFORMS 109 & 110, FACE 51, HAIR 75
ARAKATA	UNLOCK UNIFORMS 111-113, FACE 52, HAIR 76
PHANTA2	UNLOCK UNIFORMS 114 & 115, FACE 53, HAIR 77
OHTORII	UNLOCK UNIFORMS 116 & 117





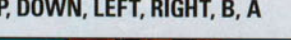
The name ARAKATA gives your character a face and hair style that make her look like Space Channel 5's Ulala. PHANTA2 brings up a character from the Phantasy Stars series.

DRAGON BALL Z: THE LEGACY OF GOKU — GBA

DAMAGE-FREE DBZ — CODE

MAKE YOUR ADVENTURER INVINCIBLE WITH AN EASY CODE.

You'll be able to cruise through your Dragon Ball Z adventure after you make your character invincible. During the intro movie that shows footage from the show, press Up, Down, Left, Right, B and A. A sound effect will confirm correct code entry. Start a new game or continue a saved game. The enemies will attack, but they won't cause any damage.



CODE	RESULT
UP, DOWN, LEFT, RIGHT, B, A	INVINCIBILITY





Enter the code while you're watching the intro movie. When you start playing, your character will be able to absorb all enemy attacks.

GOTTA HAVE 'EM ALL

PLEASE THE HAPPY ROOM ACADEMY BY COMPLETING FURNITURE SERIES, THEMES AND SETS, AND GET A BIG REWARD FOR BEING A MODEL DESIGNER.

Shortly after you've completed Tom Nook's set of tasks, the shopkeeper will give you the lowdown on the Happy Room Academy, a never-seen-but-often-heard-from group of nosy neighbors who grade your interior design. Every time you change your furnishings, the HRA will send you a letter that tells you its opinion of your place. The academy partially grades your furnishings based on the concept of series, themes and sets. It'll look to see if you have matching pieces from a series or theme on the first floor and if you have matching pieces from a set on the second floor. It'll also give you more points for having some objects that are difficult to come by. Tidiness counts, too—points are deducted if you've left objects that belong on a counter or in a dresser on the floor, or if you have furniture arranged in a way that makes it difficult to use.

CONDITIONS	POINTS
COMPLETED FURNITURE SERIES	48,000
WALLPAPER AND CARPET OF SAME SERIES	10,000
WALLPAPER OR CARPET OF SAME SERIES	4,800
NECESSITIES OF LIFE (SAME SERIES)	16,000
NECESSITIES OF LIFE (DIFFERENT SERIES)	4,400
THEME FURNITURE	7,000 PER PIECE + 15,000
WALLPAPER AND CARPET OF SAME THEME	10,000
COMPLETED FURNITURE SET	3,000 PER PIECE


Hard-to-get items that don't fit in a series, theme or set are good for HRA points.

Store common items that don't match your main series or theme in the basement.


Pick stray objects off the floor and make sure that dressers and bureaus face out from the wall.


Your reward for an exceptional score will be the House Model or the Manor Model.

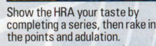
SERIOUS ABOUT SERIES

There are 15 different furniture series. Each series is a collection of 10 functional items, all of which have names that attach them to the series. For example, the Blue Chair, Blue Wardrobe and Blue Bench all belong to the Blue Series. If you complete an entire series and have all of those items on your first floor, the HRA will award you 48,000 points. You'll earn another 10,000 points if you have wall and floor coverings from the same series. If you have the complete Necessities of Life (bed, table, chair, wardrobe and dresser or bureau) from a series, but not the complete series, you will earn 16,000 points. For each item from a different series, the HRA will deduct points, so store those objects in the basement.

FURNITURE SERIES

BLUE SERIES	EXOTIC SERIES	RANCH SERIES
KIDDIE SERIES	CLASSIC SERIES	GREEN SERIES
MODERN SERIES	LOVELY SERIES	CABANA SERIES
REGAL SERIES	CABIN SERIES	JINGLE SERIES
SPOOKY SERIES	SNOWMAN SERIES	HARVEST SERIES




Show the HRA your taste by completing a series, then rake in the points and adulation.


The Lovely Phone and Lovely Stereo are not part of the Lovely Series. But they are lovely.

THE THEME SCHEME

Theme furniture is a little more lighthearted and a lot less practical than series furniture. If you have items from a theme on your first floor, you'll get 7,000 points for every piece, and an additional 15,000 points for completing a theme collection. If you have wallpaper and carpet from the same theme, you'll earn 10,000 points.

CLASSROOM THEME
Vaulting Horse, Cubby Hole, Letter Cubby, Teacher's Chair, Lefty Desk, Righty Desk, Science Table, Flip-Top Desk, School Desk, Hamster Cage, Teacher's Desk, Folding Chair, Chalkboard, Mop, Classroom Wall (wallpaper) and Classroom Floor (carpet).

CONSTRUCTION THEME
Traffic Cone, Jackhammer, Orange Cone, Cement Mixer, Steamroller, Saw Horse, Jersey Barrier, Manhole Cover, Oil Drum, Green Drum, Haz-Mat Barrel, Iron Frame, Flagman Sign, Handcart, Detour Arrow, Detour Sign, Men at Work Sign, Speed Sign, Wet Roadway Sign, Merge Sign, Blue Tarp (wallpaper) and Closed Road (carpet).

SPACE THEME
Lunar Lander, Satellite, Flying Saucer, Rocket, Spaceman Sam, Asteroid, Lunar Rover, Space Station, Space Shuttle, Lunar Horizon (wallpaper) and Lunar Surface (carpet).

ROCK GARDEN THEME
Garden Stone, Standing Stone, Mossy Stone, Leaning Stone, Dark Stone, Stone Couple, Garden Wall (wallpaper) and Sand Garden (carpet).

WESTERN THEME
Covered Wagon, Cow Skull, Desert Cactus, Saddle Fence, Western Fence, Storefront, Tumbleweed, Wagon Wheel, Watering Trough, Well, Western Vista (wallpaper) and Western Desert (carpet).

CHESS THEME
White Rook, Black Rook, White Queen, Black Queen, White Bishop, Black Bishop, White King, Black King, White Knight, Black Knight, White Pawn, Black Pawn, Backgammon Wall (wallpaper) and Chessboard Rug (carpet).

MOSSY GARDEN THEME
Deer Scare, Garden Pond, Low Lantern, Tall Lantern, Pond Lantern, Shrine Lantern, Mortar Wall (wallpaper) and Mossy Carpet (carpet).

BACKYARD THEME
Lawn Mower, Sprinkler, Backyard Pool, Barbecue, Bird Bath, Bird Feeder, Birdhouse, Bug Zapper, Garden Gnome, Hammock, Lawn Chair, Picnic Table, Mr. Flamingo, Mrs. Flamingo, Tiki Torch, Backyard Fence Wall (wallpaper) and Backyard Lawn (carpet).

BOXING THEME
Judge's Bell, Weight Bench, Boxing Barricade, Neutral Corner, Red Corner, Blue Corner, Boxing Mat, Speed Bag, Sandbag, Ringside Table, Ringside Seating (wallpaper) and Boxing Ring Mat (carpet).


You'll earn big points from the HRA by completing a theme. The perfect complement to the boxing theme would be the NES game Punch-Out!!


Objects of a theme share a common subject, with one exception. The Moon object is not part of the Space Theme—odd, but true.

SET SITUATIONS

Sets are easier to complete than series or themes, as they are usually comprised of fewer items. Put complete sets on the second floor and partial sets in the basement.

CITRUS SET—Orange Chair, Lemon Table, Grapefruit Table and Lime Chair.

FROG SET—Froggy Chair and Lily-Pad Table.

GUITAR SET—Folk Guitar, Country Guitar and Rock Guitar.

TEDDY BEAR SET—Papa Bear, Mama Bear and Baby Bear.

STRING INSTRUMENT SET—Violin, Bass and Cello.

FIGURINE SET—Keiko Figurine, Yuki Figurine, Yoko Figurine, Aiko Figurine, Maki Figurine, Naomi Figurine and Emi Figurine.

CACTUS SET—Tall Cactus, Round Cactus and Cactus.

VENDING MACHINE SET—Candy Machine, Soda Machine, Pop Machine and Coffee Machine.

OFFICE SET—Office Locker, Office Desk and Office Chair.

MELON SET—Watermelon Chair, Melon Chair and Watermelon Table.

VASE SET—Blue Vase, Tea Vase and Red Vase.

TOTEM POLE SET—Eagle Pole, Raven Pole, Bear Pole and Frog Woman Pole.

DRUM SET—Conga Drum, Tinpano Drum and Djimbe Drum.

PINE WOOD SET—Pine Table and Pine Chair.

STUDY SET—Writing Desk, Globe and Writing Chair.

BONSAI SET—Pine Bonsai, Mugho Bonsai and Ponderosa Bonsai.

NINTENDO SET—Arwing, Master Sword, N Logo and G Logo.

LUCKY NINTENDO SET—Mario Trophy and Luigi Trophy.

PEAR SET—Pear Dresser and Pear Wardrobe.

APPLE SET—Apple Clock and Apple TV.

ROBOT SET—Robo-Stereo and Robo-Clock.

RED FLOWER SET—Tulip Table and Tulip Chair.

YELLOW FLOWER SET—Daffodil Table and Daffodil Chair.

IRIS FLOWER SET—Iris Table and Iris Chair.


All seven pieces of the Figurine Set will give you 21,000 points from a happy Happy Room Academy.

TUROK: EVOLUTION — GCN

▼ 'ROK-ING CODES — CODES

CHEAT YOUR WAY TO VICTORY IN THE TUROK PREQUEL.

The main menu for the GCN debut of the popular Turok series has a Cheats option. Among the cheats are four features (All Weapons, Unlimited Ammo, Invincible and Invisible) that you can turn on and off. They're grayed out to begin with, but you can make them into selectable entries by keying in cheat codes. Select the Enter Cheat option and enter any of the cheat codes shown below. To make the SELLOUT level select cheat work, you'll need a saved file on a GCN Memory Card. After you key in the cheat, load a saved game. A level select interface will appear, allowing you to enter any of the game's 15 chapters.

CHEAT	RESULT
SELLOUT	UNLOCK LEVEL SELECT
TEXAS	ALL WEAPONS
MADMAN	UNLIMITED AMMO
EMERPUS	INVINCIBLE
SLLEWGH	INVISIBLE



After you enter in any of the Cheats screen codes, you'll see a new option for you to activate.



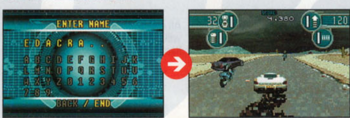
Enter SELLOUT as your code, then load a saved file to bring up a level select interface.

SPYHUNTER — GBA

▼ ARCADE ACTION IN REVERSE — CODE

UNLOCK ARCADE MODE WITH AN ODD AGENT NAME.

You can play a 3-D version of the SpyHunter arcade classic by spelling "arcade" backward as your agent name. Key in EDACRA, then start the game. You will have unlocked Arcade Mode, which is an endless enemy chase for high scores. Hop into your high-tech vehicle and take off.



The original arcade game had an overhead view. Arcade Mode uses the same style of play but presents it with a behind-the-car view.

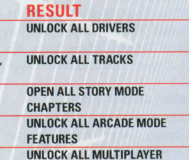
DRIVEN — GCN

▼ SLY CHEATS — CODES

ENTER "THE ZONE" WITH A HANDFUL OF FEATURE-UNLOCKING CODES.

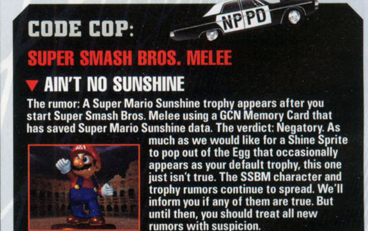
The throttle on Sylvester Stallone's CART racing saga will open up and rev loudly after you input any of several codes. Enter in the codes as listed below at the main menu. A revving engine sound will indicate correct code entry. Normally, at the beginning of the game, you have your choice of four drivers and two courses (in an Arcade Mode single race). After you input codes that unlock all drivers and tracks, you'll be able to choose from 15 racers (including two versions of Stallone's Joe Tanto and two versions of Jimmy Bly) and six courses. The Story Mode code opens every chapter, so you can skip to your favorite parts. The Arcade Mode and Multiplayer Mode codes unlock the U.S. Championships and the World Championships for each mode, as well as the Arcade Mode's Blocking Challenge. The championships each offer a series of races in various locales. Victory in the Blocking Challenge requires that you block for the leader in three consecutive races.

CODE	RESULT
UP, DOWN, RIGHT, RIGHT, LEFT, UP, UP, DOWN	UNLOCK ALL DRIVERS
UP, UP, LEFT, DOWN, LEFT, RIGHT, RIGHT, UP	UNLOCK ALL TRACKS
DOWN, LEFT, UP, RIGHT, RIGHT, UP, DOWN, LEFT	OPEN ALL STORY MODE CHAPTERS
RIGHT, LEFT, UP, RIGHT, DOWN, DOWN, LEFT, LEFT	UNLOCK ALL ARCADE MODE FEATURES
LEFT, DOWN, LEFT, UP, RIGHT, LEFT, DOWN, RIGHT	UNLOCK ALL MULTIPLAYER MODE FEATURES





Enter in all codes from the main menu. After you key in the driver code, you'll be able to test your driving skills with Joe Tanto behind the wheel.



CODE COP:

SUPER SMASH BROS. MELEE

▼ AIN'T NO SUNSHINE

The rumor: A Super Mario Sunshine trophy appears after you start Super Smash Bros. Melee using a GCN Memory Card that has saved Super Mario Sunshine data. The verdict: Negatory. As much as we would like for a Shine Sprite to pop out of the Egg that occasionally appears as your default trophy, this one just isn't true. The SSBM character and trophy rumors continue to spread. We'll inform you if any of them are true. But until then, you should treat all new rumors with suspicion.









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CLASSIFIED INFORMATION
ONE GAME. IN-DEPTH STRATEGY.
CI: SPECIAL REPORT

RESIDENT EVIL ZERO

IN-DEPTH STRATEGY GCN

The origins of the mysterious T-Virus are revealed in Capcom's newest GCN thriller, Resident Evil Zero, and this CI Special Report takes you through the game's first disc. (Note that the walk-through assumes you are playing on Normal Mode). Resident Evil Zero has been rated M by the ESRB for violence and gore.




COME ON BABY, RIDE THAT TRAIN

A RESCUE MISSION GONE HORRIBLY WRONG

You are Rebecca Chambers, a member of the STARS elite combat squad. As the game begins, your commando team is choppering into Raccoon City to discover what's happened to the town. Watch the opening cinema to learn about an escaped convict named Billy and a mysterious passenger train. The train is a derelict . . . what could have happened here?



YOUR FIRST ENCOUNTER

When you enter the train, turn toward the camera and run to the next car. You'll meet three zombies there—take them out with your Handgun. Sometimes a downed zombie will get to its feet and attack anew. You'll know a zombie is down for good when you see a puddle of blood form beneath its body.

CABIN FEVER

The next car is a long corridor with two cabins. The first cabin holds a Passenger Diary, bullets and an Ink Ribbon. The second contains a Green Herb, an Ink Ribbon, a letter and a typewriter. Collect the items, then use the typewriter to save. Saves are limited to the number of Ink Ribbons in your inventory.

NICE DOGGY . . . AAAAAAAH!




Go to the end of the hallway, where you'll find a body with a Train Key. When you take the key, your dying partner will crash through the window and a pair of dogs will attack. Run to the end of the hallway, turn around and shoot the dogs, then get some bullets from your partner.

UNAPPETIZING DINING CARS





Run back through the train and use the Dining Car Key to open that car—but watch out for zombies on the way. You'll have the option to throw the key away after you use it. Always discard a key when the game gives you that option—it saves inventory space.

STRETCH YOUR IMAGINATION



Grab the notice from the table, then head upstairs where a hideous creature with very flexible arms will attack. Don't take it out—save your ammo and run back to the stairs. After a cinema scene, you and Billy will join forces.

IT TAKES TWO TO TANGO




After the cinema scene, you'll be able to control both characters simultaneously. With default Controller settings, the Start Button will switch between solo and co-op modes. Use the Control Stick and C Stick to move both characters. You can also swap items if you're in the same room.

A SHOCKING DISCOVERY



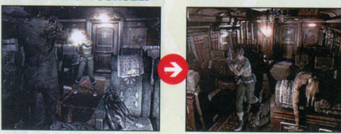
Split up, then have Billy go back up the stairs and climb the ladder at the end of the car. Walk forward and reconnect the unattached power cables. When you do, you'll fall into the kitchen. Once you're there, take the Green Herb, bullets and a Train Key that open the Conductor's Office. Switch back to Rebecca when you're finished.

FUN WITH DUMBWAITERS




Guide Rebecca through the gray door at the base of the stairs. Turn the corner and find a dumbwaiter (a small elevator). Switch to Billy, then place the key to the Conductor's Office inside the dumbwaiter and send it to Rebecca.

CONDUCTING YOURSELF



As Rebecca, take the key and head for the Conductor's Office, which is near the place you met your deceased partner. There are five or so zombies along the way. You can dispose of them or run away as you see fit.

OFFICE SPACE



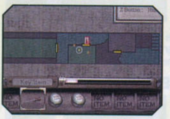
The Conductor's Office contains Red and Green Herbs, a note, a Train Map and a briefcase. Take the map and note, then take the herbs and combine them. Leave the briefcase where it is. Next, press the red switch to make a ladder descend, then climb the ladder to reach the next area. (You may want to save your game first.)

RIFLES AND PICKS




Run through the car and enter the next room. Grab the Ice Pick from the dining cart, then enter the cabin. In the cabin, take the Hunting Rifle and ammo. Inventory space is at a premium, but you must have the Ice Pick to trigger the next boss battle.

INVENTORY MANAGEMENT



You can set items down in Resident Evil Zero, which is a change from other games in the series. Check your map to find where such items have been left. Discarded items, such as keys, won't appear on the map.

THE SCORPION KING



A Giant Scorpion will attack as you head back to Billy. Back up to the door and wait for it to approach. When it starts to raise its claws, shoot it with the Hunting Rifle. It will take a lot of ammo to defeat the beast—you may have to switch to the Handgun.

PANEL DISCUSSION



Grab the Panel Opener after the boss battle. You're going to need it in a moment, so don't be afraid to drop something else (like the Hunting Rifle) if you need the space.

(ICE) PICK THE LOCK



Go back to the kitchen and use the dumbwaiter to send the Ice Pick to Billy. Switch to Billy, then take the pick and use it to open the door.

FIRE IN THE HOLE



You'll face two flaming zombies when you emerge from the second-floor kitchen. Blast them both, then fight your way to the first-floor kitchen where Rebecca is waiting for you. Join up inside the kitchen.

PANEL OPENER PROBLEMS



Use the Panel Opener on the panel in the kitchen, then go through the crawl space. Blast a pair of dogs, then grab a Gas Tank, Shotgun ammo, First Aid Spray and a Gold Ring (inside the dog kennel).

COOPERATION BREEDS SUCCESS



Go outside through the door at the end of the room. Spilt up, then have one person pull the lever at the end of the car while the second one grabs a Hookshot from the wall.

UP, UP AND AWAY



On the way back, a zombie will jump from the freezer. Blast it, then grab the Empty Bottle. Go two cars down and use the Hookshot on the open window. Climb to the roof, then drop to the floor and blast a zombie.

RINGS AND THINGS



Grab a Knife from the floor (if you want one) then take the Jewelry Box from the closet. Examine the box in the Inventory menu to find a Silver Ring. Afterward, drop the Hookshot and go back downstairs to reunite with Billy.

BRIEFCASE BOOSTING



Go back to the Conductor's Office and grab the briefcase. Use the Silver and Gold Rings to open the briefcase, then take the Blue Key Card inside. Go to the very front of the train (away from the office) and use the card to access the main engine car.

BRAKING UP IS HARD TO DO



Read the Brake Instruction Manual in the engine car, then split up and send Billy to the caboose. Have him bring the Hunting Rifle and at least one health power-up with him. Also, don't forget to grab the Red Key Card on the counter, or you'll have to come all the way back—and the rest of the mission is timed.

RUN, BILLY, RUN!



You have three and a half minutes before the train will crash. As Billy heads back, multiple zombies will strike. Use the Hunting Rifle to clear a path, then run through. The Red Key Card will open the door of the caboose.

THE NUMBER OF THE BRAKE



To activate Billy's brake system, enter in the code 7, 7, 7, 7, 7, 7, 7, 7, 7, 4. To activate Rebecca's brake system, input the code 8, 8, 8, 8, 8, 8, 8, 8, 8, 9. The train will crash, but you'll survive. Important items that you left behind (such as the Hookshot) will be thrown from the train so you can claim them later.

FIREFIGHT



Flaming zombies will attack as soon as the train crash cinema is finished. Blast them quickly, or you won't have time to grab the goods tossed from the train.

SEWAGE SLOSHING



Walk through the sewers until you find a ladder, then climb up a ladder and enter the secret Umbrella training facility. The sewers may stink, but at least they are zombie-free.

THE TRAINING FACILITY

UMBRELLA'S FIRST HOME

The rest of the walk-through takes place in the Umbrella Research Facility, which is a large, spooky mansion. The mansion foyer contains a typewriter and it's a great place to drop extra or unwanted items. Leave some things there, then go back to the train and take whatever is left. Afterward, save your game.



A FEAST FIT FOR A ZOMBIE



Walk through the door near the typewriter and enter the dining room. Take out the zombies and grab the bullets, then walk to the next area. Blast the zombies in that room, then take the Shotgun, Gas Tank and Black Statue. Combine the Gas Tank with Empty Bottles to create Molotov Cocktails.

FOUR ON THE FLOOR



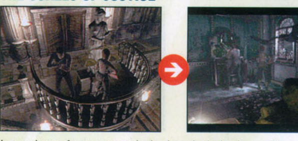
Climb the ladder and enter the upstairs deck, where four zombies will ambush you. Take them out (the Shotgun is a useful weapon), then grab the Green Herb and unlock the door on the far side of the deck. Go through the door to enter a conference room.

THE CONFERENCE CALL



The conference room contains ammo, Ink Ribbons, a Note to Trainees and a typewriter. There is also a podium at the front of the room that requires a System Disc. Take what you can, then save your game.

THE SCALES OF JUSTICE



Leave the conference room via the doors in the back—you'll emerge in a hallway over the main foyer. Place the Black Statue on the scales, then face away from the statue and turn left. Enter the next room you see and take a Crank Handle and a note. Leave before crows attack you.

CRANKS A LOT




Use the conference room's east door, then enter the first door you see—which leads to a library. Grab Microfilm A and a map. Give Rebecca the Shotgun and have her board the lift, then make Billy use the Crank Handle.

BUGGIN'




A pair of giant bugs will attack as soon as the lift ride is over. Blast them with the Shotgun, then head for the door and into a courtyard. Grab the Red and Green Herbs and enter the far door. Don't fight the crows, just run.




Send Rebecca down to unlock the door, then switch to Billy and meet up. Use the door next to the one you unlocked and grab the White Statue, a Grenade Launcher and ammo—then go back up to the large, empty room.

WHERE'S THAT GIANT CAN OF RAID?



Give Billy the Shotgun and Grenade Launcher, then have him turn the crank on the wall. Send Rebecca into the empty pool to grab a key. When she does, a giant centipede will attack. Use the Grenade Launcher on the bug. Wait for it to rear up and wave its feelers, then blast it. Initially, the bug will lie still—shoot it a couple of times to send it scurrying across the floor.

EGGHEAD LIKES HIS BOOKY BOOK



The new key will open fire doors. Use it on the door in the dining room, then get the Lighter Fluid and Empty Bottles. Put the fluid in Billy's lighter, then go up to the library and use the lighter on the lamp to open a new room. Grab the grenades, then push a bookcase to earn a book with Wings inside.

CLOCKWATCHERS



Leave the library and go to the room at the end of the hall. Get ammo, then turn on the light. Push a table and get the Iron Needle from the moose head. Go back to the room where bugs attacked Rebecca and use the Iron Needle on the clock. Set the clock to 8:15 to open other doors in the house.

ONE DIRTY BATHROOM



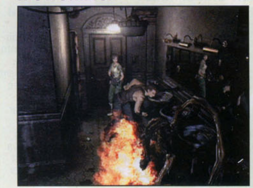
Go back to the second floor and use the eastern door, which the clock opened. Grab poetry, Microfilm B and ammo. Next, enter the first-floor bathrooms (through the west door of the foyer), get the Gas Tank and Empty Bottles and make a few Molotov Cocktails.

A NEW MONSTER

UNBELIEVABLE HORROR AWAITS

As soon as you leave the bathroom, you'll be attacked by a creature composed of hundreds of small parasites. Eliminate it if you can, but run if your health is weak.

IT'S A STRETCH



Molotov Cocktails are your best weapon against the new creature. Fire a couple of the bottled beauties at the beast to send it up in flames. If you have trouble aiming the weapons, give them to your partner character and let him or her toss—your partner's aim is usually pretty good.

MICROFILM FOLLIES



Leave the bathroom and go to the end of the hall. Enter the door there, then place both pieces of microfilm into the projector. It will show a projection on the screen and give you an MO Disc. Remember the location of the seats shown on the screen.

CATCH A CODE



Go back to the conference room and use the MO Disc on the podium. It will tell you to enter in a passcode. Remember the placement of the desks on the projection, and send one person to each corresponding desk. Press buttons on each desk to open all the sword-barred doors in the house.

CHECKMATE



Go through the sword door on the east side of the conference room, then go through the next door you see. Look at the chess board on the desk, then move the white king in the middle of the room so it matches the chess board. (Don't move the others, or poison gas will fill the room.) Get bullets and the Book of Evil, then examine the book for a pair of Wings.

CHEMICAL X



Leave the study, then go to the end of the hall and enter a bedroom. Blast the zombies, then grab First Aid Spray and Blue Herbs. Have Rebecca examine the green tank to add a new Green Chemical to her Mixing Set. Next, head back to the scales on the second floor overlooking the main foyer.

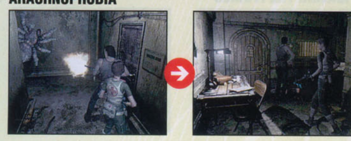
I NEVER LIKED THAT PAINTING ANYWAY





Combine the White Wings with the White Statue and the Black Wings with the Black Statue, then place both statues on the scales. By doing so, you'll make a painting fall and open a new door on the first-floor landing. Save before you explore the new area.

ARACHNOPHOBIA



Go down the new passageway. As soon as the loading screen disappears, a giant spider will attack. Blast it with the Shotgun, and do so quickly, or you might be poisoned. If you want to save afterward, use the typewriter close by.

SNEAKING THROUGH



Grab the Ink Ribbon and the map next to the typewriter, then walk through the next door. There's a crawl space at the far end of the room. Give Billy all the heavy weaponry, then boost Rebecca through the narrow opening.

REBECCA'S SLIGHT PROBLEM





When Rebecca reaches the other side, she'll find a broken generator. To repair it, she must flip four switches. The correct order is up, up, down, up, up. As soon as it's fixed, the floor will give way and leave Rebecca in a bad spot. Switch to Billy and run to the rescue.

BILLY'S RESCUE MISSION



We probably don't need to tell you this, but homicidal monkeys are somewhat dangerous. Try to run past them and avoid fighting the darn, dirty apes whenever possible.





To reach Rebecca, run upstairs, then head back down via the dining room. Run down another set of stairs and hang a right. You'll find monkeys waiting around corners—try to hit them with the Shotgun.

SNEAKY AND SLY



Return upstairs if you need some herbs—otherwise, go downstairs and take out a pair of spiders. The last door on the left leads to a room with two feeding insects. If you're stealthy, one person can sneak into the room and take a Locker Key. If you're not, just blast the feeders.

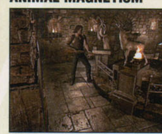
A CACHE OF WEAPONS





Leave the bugs and run to the room at the end of the hall. Use the Locker Key to get a Pistol Upgrade Kit. Next, give Billy the Grenade Launcher and split up. Send Rebecca below, and have Billy open the bars. The order is left, center, left. Grenade two beasts for the Water Key.

ANIMAL MAGNETISM



Go back to the room with a large, ornate fountain (it's upstairs from your current position) and use Billy's lighter on the lamps. Light them in the following order: Stag, Wolf, Horse, Cougar, Snake, Eagle. By doing so, you will open a door. Follow the new passage.

FIRE IT UP





The first room down the new hallway (on the right) contains a set of Empty Bottles and a Unity Tablet. Take the tablet and the bottles, then continue. (The tablet is hidden in the fireplace.)

ROOM FULL OF NUTTIN'





The second room is nearly bare—it contains only a Management Training Diary and a pair of zombies. Plug the undead and read the memo, then head to the water door on the east side of the mansion's second floor (in the room with all the paintings).

THE WATER ROOMS

RUN LIKE THE WIND

You can attempt the following rooms in any order. Try to save Molotov Cocktails for the big boys—take out everything else with Handguns.

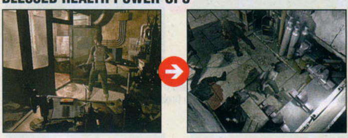


GET A GRIP . . . A VISE GRIP!



The first door on the right leads to a film library. Take out the creature inside with Molotov Cocktails or the Grenade Launcher, then search for a Vise Handle. There's another creature in the hallway—you can run past it one by one (see "Low-Ammo" below) or blast it as health and ammo dictate.

BLESSED HEALTH POWER-UPS



If you're low on health, run through the last door in the hallway, then turn right and go through another door. That room contains a king's ransom in herbs, plus a First Aid Spray. Go to the room farther down the hall and use the Vise Handle to get a second Tablet.



LOW-AMMO ALTERNATIVE

If you're low on ammo (or out entirely), you can use a secret strategy. Split up your characters and run past the parasite monsters—you'll usually be fast enough to avoid taking damage.

TICKLING THE IVORIES



In the next room, have Billy play the piano to open a secret door. Send Rebecca in by her lonesome to grab ammo, Empty Bottles and a Battery. When she gets the Battery, the door will close. Play the piano again to open the door.

BATTERY POWERED





Go back downstairs, save your game and head outside. Place the Battery inside the elevator, then activate the lift. You're still a Tablet short, however. Push a crate next to the tall pillar, then stand on the crate to find the third and final Tablet.

THE MOTHMAN PROPHECY



After you head upstairs, a slew of large, mothlike insects will ambush you. Rather than spending ammo blasting the critters, just run past them.

KEEP TABS ON THE TABLETS



At the top of the tower, you'll find a device with three Tablet-shaped slots. Place the three Tablets in the three Tablet-shaped slots (wow, what a concept) to open up a new area.

THE BEGINNING OF THE END

IS THE END OF DISC ONE THE END OF YOU?

We've taken you all the way through the first disc, and the rest of the journey will be up to you. As a final tip, we'll impart these words of wisdom: Save your Molotov Cocktails for the biggest and baddest enemies. You're going to need a lot of them coming down the homestretch.

Untitled - FunEditor
Project Resources Code View Help

FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Program Progress

Create a Classic

Frogs and Logs

The latest Project FUN Game Factory project follows a cold-blooded creature's adventures through two dangerous situations—amphibian vehicles and raging river. Amphibian is the first Game Factory project to allow the player-controlled character to roam freely in four directions. It also introduces the concept of loose collision—letting the animation set's bounding box define the sprite's limits, rather than providing specific collision data for each frame.

Beginner Sessions

The first collection of Amphibian Sessions establishes the main elements of the game. You'll start by placing the amphibian on the map and giving it limits so the player can't direct the character off the screen. Next, you'll put two types of amphibian-themed vehicles on the road, with repeating traffic patterns in each of the three lanes. You'll also add a collision condition, making the player-controlled character reset to its starting point if any vehicles run into it. Finally, you'll add a river and moving logs, which the amphibian can hop onto on its way to the lily pads at the top of the screen.



Why did the frog cross the road?
The Amphibian Beginner Sessions end with a controllable amphibian and heavy traffic.

Alligator Eyes
The dotted line in the road shows through the eye of the alligator vehicle, giving it a twinkle with no need for a multiframe animation set.

Advanced Sessions

The upcoming Advanced Sessions will give you instructions on how to animate the large sprite that represents the river, along with some small sprites—enemies that will populate the river. They will also add the concept of amphibian lives, giving the creature a finite number of chances to cross the screen without getting squashed or falling into the river.

Expert Sessions

You'll finish the project by adding a squashed frog animation for the player-controlled character, along with a menu, particle effects, a score, a game clock, two additional levels and some finishing touches. The game will be in very solid shape by the time you're through.

Bells & Whistles

Before you move on to the Advanced Sessions, you can take the finished Beginner Sessions project in a different direction by completing our Bells & Whistles steps. After you've finished the steps, you can challenge a friend to a simple two-player game.

FUN Facts www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members an opportunity to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of $15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.

Bells & Whistles

Add to Amphibian

Once you complete the Beginner Sessions, save your progress, then use "Save As" to save your game under a different name. Use the first file to continue through the Advanced and Expert Sessions and use the second file to implement a fun two-player Amphibian add-on. One player will control the Amphibian's movement, while the other player will send out vehicles from the sides of the screen.



Traffic Control
By following the Bells & Whistles steps, you can add player-controlled vehicles.

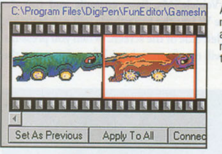


Log Change
An additional set of Bells & Whistles steps adds variety to the log selection.

Car Control

Step 1—Add an Actor

In one variation of the two-player game, you can have both player-controlled and computer-controlled vehicles chase the frog. You should make the player-controlled vehicles look different from the others. Right-click on the vehicle1 actor and choose to insert a copy, renaming it uservehicle1. Open the actor's animation set, rename it uservehicle1 as well, and double-click on the first frame to open it in your default paint program. Change the look of the vehicle to distinguish it from the original vehicle and use "Save As" to save the file as uservehicle1.bmp. Add the new file as a second frame in the animation set, then click the first frame and use "Apply To All" to apply the first frame's bounding box information to the second frame. Then remove the first frame, save and close.



After you add a frame with a new look for the vehicle, apply the bounding box information to the second frame, then delete the first frame.

Step 2—Create a Sprite

Create a new sprite in the Level__1 branch of the project tree and give it the following properties:

GENERAL	**POSITION**
Name: uservehicle1	PositionX: 10
Map: mainMap	PositionY: 375
Display List #: 2	
	DISPLACEMENT
ANIMATION	SpeedX: 0
Actor: uservehicle	SpeedY: 0
Initial Animation: uservehicle	
Initial Frame: uservehicle	**BEHAVIOR**
	none

Step 3—Create a State Machine

The next step is to create a state machine that defines the behavior of uservehicle1. Right-click the VehicleSM1 node under the State Machines branch and choose to insert a copy of the state machine, calling it UserVehicleSM1. Open the new state machine and replace the replay__movement state's Actions code with:

```
//When the sprite position along the x-axis is greater
// than 640, this state machine will set its position at 10
//and set the speed to 0.

if(This->WorldPositionX() > 640)
{
    This->WorldPositionX(10);
    This->Speed(0);
}
```

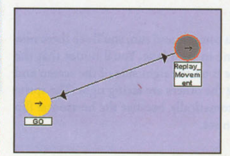
Add a new state called GO and give it the following Initial Actions code:

```
This->Speed(8);
```

Create an edge from replay__movement to GO and replace its Conditions code with:

```
return (pKeyboard-> IsTriggered(DIK_X));
```

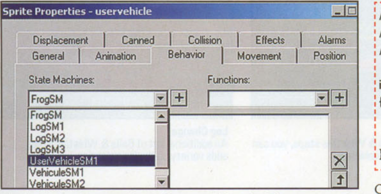
Then create an edge from GO to replay__movement, but don't modify its code. Save and close.



The new state machine is designed to trigger movement of the uservehicle1 sprite with a tap of the X key.

Step 4—Assign Behavior

Open the uservehicle1 sprite, click on its behavior tab, select the UserVehicleSM1 state machine and add it to the sprite's behavior. After you save, compile and run the game, the new sprite will appear on the bottom lane. When you press the X key, it will roll across the screen at twice the speed of the other vehicles.



Assign the new state machine to the uservehicle sprite. Then save, compile and run to confirm that the vehicle moves.

Step 5—Add Two Sprites

Now that you have one sprite working, you can add two more for the other lanes. Right-click the uservehicle1 sprite node and choose to insert a copy. Give the new copy the following new properties:

```
GENERAL
Name: uservehicle2

POSITION
PositionX: 500
PositionY: 319

DISPLACEMENT
Vector Direction X: -1
Vector Direction Y: 0
```

Create another copy of the uservehicle1 sprite and give it the following new properties.

```
GENERAL
Name: uservehicle3

POSITION
PositionX: 10
PositionY: 271
```

Save your progress. If you compile and run, you'll see three new vehicles on the road—one in each lane. You'll notice that the vehicle in the middle lane is on the right side of the screen and that it is facing left, while the others are facing right. The sprite on the right switches automatically, because the horizontal flip flag is set in its animation set.

Step 6—Change Behavior

The next step is to change the new sprites' behaviors to make the S and W keys trigger their movement. Right-click the UserVehicleSM1 state machine's node and insert a copy, calling it UserVehicleSM2. Open the new state machine and replace the replay__movement state's Actions code with:

```
//when the sprite position along the x-axis is less than 0,
//this state machine will set its position at 500 and set the
//speed to 0.

if(This->WorldPositionX() < 0)
{
    This->WorldPositionX(500);
    This->Speed(0);
}
```

Open the edge that points from replay__movement to GO and replace its Conditions code with:

```
return (pKeyboard-> IsTriggered(DIK_S));
```

Create another copy of the UserVehicleSM1 state machine and name it UserVehicleSM3. Open the edge that points from replay__movement to GO in the new state machine and replace its Conditions code with:

```
return (pKeyboard-> IsTriggered(DIK_W));
```

Once you have two new state machines, you must assign them to the appropriate sprites. Open the uservehicle2 sprite, click its behavior tab and replace its current state machine with UserVehicleSM2. Then open the uservehicle3 sprite and replace its current state machine with UserVehicleSM3. Save, compile and run the game. When you press the W key, the top vehicle will run from left to right, then reset on the left side of the screen. When you press the S key, the middle vehicle will run from right to left and reset on the right side of the screen.


After you save, compile and run your game, you'll see three new vehicles that you can trigger by pressing the W, S and X keys.

Step 7—Add Collision

You'll notice that the frog sprite doesn't respond when it comes into contact with the new vehicles. That's because its state machine is not checking for collisions with the new sprites. Open the FrogSM state machine and double-click the idle state. Then add the following to the beginning of the state's Actions code:

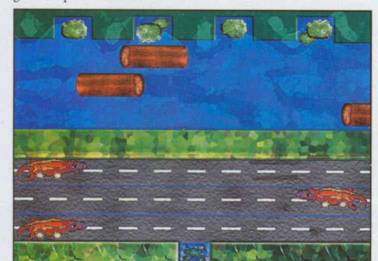
```
//if the frog collides with uservehicle1, uservehicle2 or uservehicle3,
//it will return to its initial position.

if(This->CollisionWithSprite("uservehicle1") ||
  This->CollisionWithSprite("uservehicle2") ||
  This->CollisionWithSprite("uservehicle3"))
    This->WorldPosition(295,415);
```

Save your progress. Compile the code and run the game. Whenever any vehicle collides with the frog, the frog will return to its starting position.

Step 8—Remove Vehicles

The object of our Bells & Whistles steps is to add a multiplayer element to the game. While one player controls the frog, the other player can try to stop the frog from crossing the road by sending out the new vehicles. The computer-controlled vehicles might get in the way. If you want to take them off the road, the quickest way to make the change is to delete their sprites from the tree. Click on each sprite node and press the Delete key to take them off the tree. You might also consider allowing the second player to send out more than one vehicle per lane at a time. You'll find a function that spawns sprites in the Catch project. By modifying the function, you can apply it to the new vehicles in Amphibian. Change the initial Used state of the sprites to Unused and develop the function so that it changes the new vehicles' states back to Used when they are triggered. There is no limit to the improvements you can make to the game. Experiment and have fun.


By removing the original vehicle sprites from the project, you'll set up a confrontation between two players.

Log Jam

Step 1—Create a New Log

In five easy steps, you can add a long log to the bottom log row. Create a copy of the log animation set under the log actor, and name it longlog. Open the new animation set and double-click the first frame to open it in your default paint program. Add to the length of the log by copying and pasting segments, then save the file as longlog.bmp. Remove the first frame of the longlog animation set and replace it with longlog.bmp.

Step 2—Add a Sprite

Create a copy of the log1 sprite and name it longlog. Open the sprite and make the following changes to its properties:

```
ANIMATION
Initial Animation: longlog
Initial Frame: longlog

DISPLACEMENT
SpeedX: 4
SpeedY: 4
```

Step 3—Create a Variable

Before you can code the log switch, you need a new variable. Right-click the Globals node under the Game Assets branch and add a global variable called RandomNumber. Select the type int and set the initial value to 0.

Step 4—Modify the Log State Machine

The next step is to change the LogSM1 state machine so that it randomly mixes long logs in with the short logs. Replace the Actions code in the Replay__Movement state with:

```
if(This->WorldPositionX() <-180 {
    This->Animation(1);
    This->WorldPositionX(660);
    RandomNumber=RandInt(10);
    if(RandomNumber<4) {
        This->Animation(0);
        This->WorldPositionX(700)
}
```

Step 5—Modify the Frog State Machine

To make the frog land on the longlog, you must alter the FrogSM state machine. In the state machine's Actions code, replace:

```
This->CollisionWithSprite("log3") ){
```

with:

```
This->CollisionWithSprite("log3") ||
This->CollisionWithSprite("longlog") ){
```

Save, compile and play the game. Your frog will have some larger targets to land on in its journey across the river.

EVEN WHEN YOU'RE NOT PLAYING IT, YOU'RE PLAYING IT.

Kristopher,
Wal-Mart Customer

You turned the system off hours ago. But as you teeter on the edge of sweet slumber, there's the game again. It plays on like a lullaby, just under your eyelids, an omen of the fun you'll have the next glorious moment you get the controller in your hands. You'll find game power like this in Nintendo GameCube,™ now at Wal-Mart. We have all the games you've been dreaming of and Every Day Low Prices that mean you can actually afford them.

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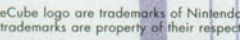
Nintendo GameCube™ Memory Card 251



Star Wars® Bounty Hunter™









STAR WARS® THE CLONE WARS™

The ending of *Episode II* is just the beginning for one of the greatest conflicts in *Star Wars* lore. LucasArts brings the Clone Wars to the GCN.



"WARS" STORIES

Mace Windu, Anakin Skywalker and Obi-Wan Kenobi lead the Republic army in the all-out vehicle-based war against Count Dooku's Separatists that will lead to *Star Wars* Episode III. Pilot more than five air or ground fighters and engage in 16 long missions on six worlds, or join up with three friends and take part in 14 cooperative or competitive multiplayer scenarios.





Clone Campaign

The single-player campaign begins on Geonosis with battles that parallel the events that took place at the end of *Attack of the Clones*. It continues in locations that appeared in the PC game *Star Wars* Galactic Battlegrounds and the comic book *Star Wars* Tales of the Jedi, and in locations that are exclusive to The Clone Wars. Missions include escorts, assaults and position defense.

War Zones



- Missions -

Geonosis
1. The Rescue Begins
2. Infiltration of the Arena
3. The Battle of Geonosis

Rhen Var
4. The Evacuation of Rhen Var

Raxus Prime
5. Scrap Yard Pursuit
6. Ambush among the Wreckage
7. The Conquest of Raxus Prime

Kashyyyk Moon
8. Anakin's Escape
9. New Alliances
10. The Liberation of Kashyyyk

Rhen Var (Part 2)
11. Eye of the Storm
12. Lost Legacy

Thule Moon
13. Desperate Gambit

Thule
14. Assault on Thule
15. Dark Side Rising
16. Fate of the Republic

Basic Battle Tactics



Stay on Target
Your vehicle's targeting computer points out the closest enemy and gives your missiles guidance. Mission targets are often labeled and accompanied by bars that show their energy reserves.





Wage War
You're never far from another target. An arrow at the top of the screen points in the direction of the next mission objective. As you approach the area, use your Control Pad to give orders to supporting units.



Regain Power
In addition to the traditional health and weapon power-ups, you can find items that make your vehicle temporarily invincible or invisible. Power-ups are shown as green dots on the vehicle's radar display.

Add Objectives



You'll earn a bonus point for every bonus objective that you accomplish. By returning to missions that you have already completed, you can take on unfinished bonus objectives and add to your accumulated points.

Multiplayer Modes

Star Wars games are often fun, but solitary, experiences. The Clone Wars breaks out of the single-player adventure mold by opening up the experience for up to four fighters. Four types of multiplayer games take place in the game's six huge environments. You'll start with a selection of 11 scenarios and unlock three more as you accomplish bonus objectives.



Republic Tank

Heavily armed and very maneuverable, the TX-130S Fighter is designed to lead ground troops into battle. Its special ability is a turbo boost.



Assault Walker

The AT-XT Assault Walker can move quickly and pivot for a 180-degree view of the action. It makes good use of a Plasma Shield.

AAT

The Armored Assault Tank makes up for its lack of mobility with thick armor and powerful weapons, such as the Heavy Laser Cannon.



Hailfire Droid

Intimidation comes into play with the unusual two-tracked Hailfire. It is very fast and equipped to attack from long distance.



GAT

The versatile Ground Armored Tank offers maneuverability and a variety of weapons, but it does not excel in any one category.

Pick Up Power

An important part of multiplayer strategy is to beat your opponents to the power-ups. Two items that are particularly good to have are the Cloaking Device and the Disintegration Field.





Duel

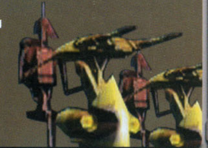
The simplest game among the multiplayer options is the free-for-all duel. If three or four players are participating, you can split up into teams. The player who meets the score limit first, or has the highest score within the time limit, wins.





Battle Royale

Your only tools are your fighting skill and the abilities of your vehicle. Select a vehicle that compliments your skills and always keep track of power-ups. Collect them or use them to bait your opponents. Remember to use turbo speed if you're driving a tank, or shields if you control a walker.



Conquest

Players split up into two teams and secure outposts in a game of hostile territory control. As long as teams keep their outposts intact, they can make use of computer-controlled allied units.







Hold the Fort

The key to Conquest victory is defense. If you have a partner, assign one player to protect the base while the other player goes after the other team's headquarters. If you are going solo, you'll have to split your time defending and attacking and make good use of your allied units.

Control Zone

The war rages with extreme intensity in Control Zone play, as every player, or team, fights to stay in a confined space. The player who spends the most accumulated time in the zone claims victory.





Take a Stand

The strategy is simple. Take the Control Zone as quickly as possible and keep all opponents away, either by pushing them or depleting their energy. If you're quick on the trigger, you can pick off your opponents from outside of the zone then occupy the area when they're gone.



Academy

The two Academy scenarios are suitable for one to four players. Battlers take on waves of computer-controlled opponents and compete against each other for points. You'll control characters in the Geonosis scenario.



Anakin Skywalker

The future Darth Vader is a brash battler. He attacks quickly and from all angles.



Mace Windu

Equal to Yoda in Jedi Mastery, Mace is very quick with the lightsaber, but he rarely turns around to cover his back.



Obi-Wan Kenobi

Anakin's teacher is not as nimble as his student and he uses only forward attacks.



Evan Asani

A little-known Jedi Knight joins the fray. He takes wide, sweeping swings with his lightsaber and runs quickly.



Padme Amidala

After you unlock Yoda and continue in an Academy scenario, Padme will become a controllable character.



Yoda

Jedi Master, he is, and fast, too. Yoda is an unlockable bonus character and very quick with the lightsaber, but his defenses are weak.





Thule Moon

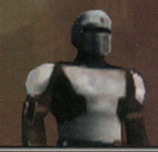
The Academy missions are both cooperative and competitive. Keep an eye on the radar and try to target enemies that your fellow players are not pursuing. Also, pick up the coinlike objects that appear between waves for more points, and try to corner the market on power-up items.





Geonosis

The only multiplayer option that allows you to control players on foot mimics one of the last scenes of *Attack of the Clones*. Enemies will come out of the arena entrances in clusters. Try to defeat as many of them as you can with a Jedi Push. Attack the stragglers with your lightsaber.



Earn Extras

The ultimate way to show that you have the Force is to go after bonus objectives in addition to the main mission objectives. Every mission has three alternate objectives. You'll unlock bonus materials, such as new multiplayer scenarios and new features, as you accomplish bonus objectives.

Battle for Bonuses



Collect Droids

In some missions, you will find friendly droids scattered throughout the environment. If you manage to get all of them, you'll earn a bonus. Like power-ups, droids appear as green dots on the radar.



Beat the Clock

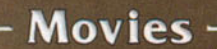
Many missions have time limits as bonus objectives. If you don't accomplish the goal the first time you go through a given mission, you'll have an advantage the second time through. Use secondary weapons to wipe out your enemies quickly.



Destroy Enemies

You can go through most missions without defeating every enemy. If one of your bonus objectives is to defeat a certain number of enemies, keep fighting until you've destroyed them all. Move quickly and steer clear of enemy shots.

Movies





The Story Unfolds

You'll see non-interactive movie scenes every time you travel to a new location. You can watch the scenes again by selecting Bonuses from the Options menu. Two game trailers are part of the mix.

Bonus Materials



Complete five bonus objectives for a Raxus Duel.



Ten bonuses earn you a Thule Moon scenario.



A Rhen Var Conquest is your 15-bonus-objective prize.



Complete 20 bonuses for the Geonosis Academy scenario.



The 25-bonus Unit Viewer shows spinning 3-D models.

View a "Making of" video after 30 bonuses.

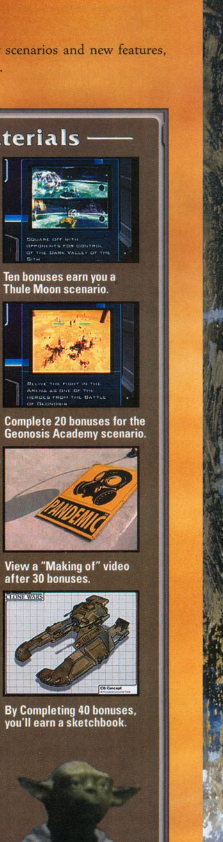


Listen to 31 music tracks after you earn 35 bonuses.



By Completing 40 bonuses, you'll earn a sketchbook.





Complete all but three bonuses (45) to play as Yoda in Geonosis.

THE WAR RAGES ON

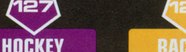
If you want to know where the *Star Wars* story goes after *Episode II* concludes, *Star Wars:* The Clone Wars has the answers. Three difficulty levels and lots of multiplayer options will keep you coming back for more wars.


SONIC TEAM
Missed one.
SONIC 3
SONIC & KNUCKLES
SONIC SPINBALL
SONIC 3D BLAST
All the jumps, thrills and loop-de-loops you'd expect from Sonic now in one speedy little package. Seven separate adventures to explore, one ring at a time.
SONIC MEGA COLLECTION
7 GREAT HITS!
Seven Sonic Hits Now in One Complete Package
NINTENDO GAMECUBE
SEGA
EVERYONE
E
CONTENT RATED BY ESRB
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FROM ICE TO GRASS TO DIRT, THE SPORTS REPORTS HAS THE WORLD OF GCN SPORTS COVERED IN DECEMBER.







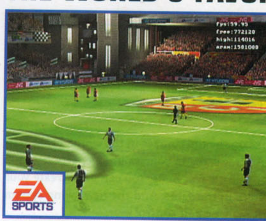

FIFA SOCCER 2003

If you like realistic soccer featuring national teams and the top league clubs in the world, FIFA Soccer 2003 is your kind of game. EA has added new ball physics and tweaked the AI to near perfection. GOAL!

EVERYONE E CONTENT RATED BY ESRB

SOCCER

THE WORLD'S FAVORITE PASTIME







FIFA Soccer 2003 encompasses most of the known soccer world. You can pick your favorite national team—Brazil, Mexico, the United States or any of 39 top teams—or your favorite football club in 14 leagues, including the MLS, Italian League and FA Premier Leagues. One to four players can join in Friendly Matches, League Seasons and International Tournaments.

CONTROL THE ACTION ON AND OFF THE PITCH





FIFA Soccer 2003 gives you unprecedented control of your team. Off the pitch, you can choose strategies, select your team uniforms, and even buy and sell player contracts. On the pitch, you can vary your tactics, substitute players and control everything from injuries to camera angles.

TOTAL BALL CONTROL



One of the coolest innovations in FIFA Soccer 2003 is the new EA Sports Freestyle Control. Players use the C Stick to perform special moves, such as spinning away from a defender to break into the open for a shot. Couple that with a new physics engine that generates realistic ball movement–you're looking at stunning soccer realism.

SET PIECES



FIFA 2003 has added extra precision to the Set Piece controls. When you have a Free Kick or Corner Kick, for example, you aim at the goal, set the ball spin, then try to hit the sweet spot.

SOCCER FOR EVERYONE

The latest FIFA effort is a pleasure to play from the moment you pick up the Controller. Although it is easy to learn FIFA, the game's challenges are intense and ever-changing. Team reactions are based on game conditions. If you have a comfortable lead, your opponent will become more aggressive. But if you're behind, your opponent will play keepaway. All in all, it's an amazing soccer sim.



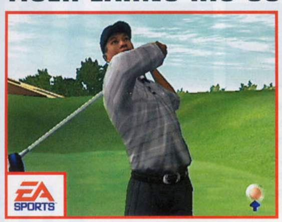


TIGER WOODS PGA TOUR 2003

EA Sports and Tiger Woods have included everything in this exceptional golf sim except the clubhouse sink. You can play rounds with top pros on the world's finest links and, while you wait for your tee time, mess around with extra modes, challenges and power-ups. Even the new swing control hits the sweet spot. It's a tour de FORE!



TIGER EARNS HIS GCN STRIPES









One to four players can hit the links on the top courses in the world. From Pebble Beach and Torrey Pines to St. Andrews, the 12 courses in Tiger Woods 2003 are near perfect 3-D representations of the real links. You can even create your own dream course from the 216 holes in the game. And the new swing system using the Control Stick is the most realistic golf control ever.

SO MANY WAYS TO PLAY IT MAKES YOUR HEAD HURT





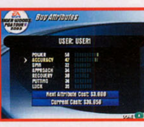


The variety of golf action in Tiger's latest game is staggering. Besides joining the PGA Tour to match shots with Tiger, Mark O'Meara, Vijay Singh and other top pros, players can test their golfing skills playing Skins, Speed Golf, Skill Zone, the Tiger Challenge, Scenarios, Match Play or Stroke Play.

BE THE BALL, DANNY.







Create a player from scratch and build up his or her skills with money that you earn from playing on the tour or in the Tiger Challenge. You can unlock golfers, Tiger Cards, special golf courses, practice ranges and golfing equipment to add even more variety to the mix. On the course, you can also win Trophy Balls for making amazing shots, such as an eagle or the longest drive in the game.

GET IN THE SWING

The days of video golf power meters are gone. In Tiger Woods PGA Tour 2003, players control the swing by pulling back and pushing forward on the Control Stick. It's an intuitive motion that mimics the physics of a real golf swing. Spin is controlled by tapping the Z Button. You can choose from a wide range of clubs, and your caddy will give you solid shot-making advice along the way.

Tiger's Dream 18 NP



Unlock Tiger's Dream 18 by winning Tiger Challenge matches. When you win designated matches, scenarios or tournament challenges, you'll unlock one of the holes of Tiger's Dream 18. It's the ultimate Tiger challenge.



SWINGERZ GOLF

Fresh Games, a new brand from Eidos, gets into the swing of things with a fantasy golf game from Japan. Swingerz Golf features five play modes, including a great Minigame Mode. Get ready for tee time.





IN THE SWING NP



Swing your club using the C Stick. The straighter you move the stick back then forward, the better your shot will be.

LINKS TO THE PASTORAL



Swing away in fantasy locations, including a tropical course and one that is set in a desert canyon. There are six main courses and a short course.

GOLFERS AND THEIR TOYS



Earn points by winning matches or minigames and spend the points on equipment upgrades. You can also unlock a dozen duffers with varying talents.

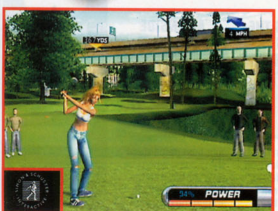


OUTLAW GOLF

Outlaw Golf is all about crazy characters and a no-holds-barred attitude. With Steve Carell of "The Daily Show" hilariously calling the shots, Outlaw Golf is as funny as it is fun to play.



Mild Violence
Mature Sexual Themes
Strong Language



IT'S NOT EASY ON THE GREEN



The greens may look flat, but their hidden slopes can ruin your game. Use the X Button to see how the ball will break.

CADDY WHACK NP



In Outlaw Golf, composure is everything. If you lose composure by making poor shots, you can regain your edge by hitting your caddy.

A BEATING OF THE MINDS



Beat your scabby caddy often to improve your composure and your game. You earn Beating Tokens by making good shots in a match.

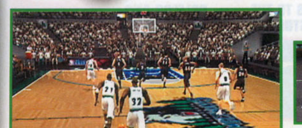
DUFFER'S DELIGHT

Each of the three golf games has a special appeal. Tiger Woods has everything a golf fan could want. Swingerz Golf is just right for beginners, and Outlaw Golf is perfect for players who like some sass on the fairway. The play control and options are great on all three. You can't go wrong with GCN golf.



GOLF

NBA LIVE 2003



The NBA plays in your house when you slip NBA Live 2003 into your GCN. The hardwood action features new EA Sports Freestyle Control, enhanced rebounding, new AI, classic team jerseys and more.



TAKE IT TO THE STREET



Go one on one with the best in the NBA, or hone your skills in Practice Mode. You can play on a beach court, in the gym or at a playground in the city.

THE OLD AND THE NEW



Vintage jerseys may be nice, but with a new fast break, three-second zone rules and one-button quick plays, NBA Live is totally 2003.

FREESTYLE FOREVER

EA Sports's Freestyle Controls give you great moves. Cross up your defender and break for the hoop or step into the lane and snag a pass on defense.

NCAA COLLEGE BASKETBALL 2K3



Sega gives it the old college try and graduates with a powerhouse hoops game. You can play an entire game as one player or begin a dynasty—coaching and playing—at a school you create from scratch.





GYM RATS HAVING FUN



Gym Rat Mode is a pickup game between teams of two, three, four or five players from the game's 300 plus Division I teams.

THE PLAY'S THE THING



Hit the Y Button to call your own plays on offense and defense. Use a pick-and-roll or post up to create a good scoring opportunity.

AN INSIDE ADVANTAGE

Your best percentage shots come when you take the ball into the paint. Work the ball around the horn and look for the open man or call for a low post.

HOOP HEAVEN NO MATTER WHAT GAME YOU PLAY

EA Sports and Sega both have stellar reputations on the hard court. NBA Live 2003 scores with its Freestyle control and brilliant graphics. NCAA represents college hoops with cheerleaders, bands and the colorful ESPN presentation. If you're contemplating basketball games, don't forget NBA 2003 and NCAA 2K3.



BASKETBALL

NHL 2K3

The NHL comes to life with all the excitement of an ESPN broadcast. The new Franchise Mode puts you in total command of your team. You can even hit the ice with tough international squads. It's all on GCN.



Violence



NATIONAL HOCKEY NIGHT



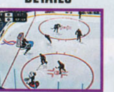
The total NHL experience is yours from the first drop of the puck to the final horn. Players look like the real deal as they pass, check and shoot.

MANAGING FOR SUCCESS



The new Franchise Mode lets you manage and build a dream team to take to the Stanley Cup Finals. Create and manage your own custom lines.

SWEATING THE DETAILS



Every NHL arena has been re-created, and the graphic details include amazing reflections and erosion of the ice texture over the course of a period.

NHL 2003



EA adds to the excitement of its venerable hockey series with the Game Breaker meter, improved goalie AI and EA Sports Freestyle Controls using the C Stick. You can almost feel the chill.



Comic Mischief
Violence



ALL THE THRILLS OF THE NHL



NHL 2003 has all the real-life teams, players and arenas. There are four modes, including Season/Franchise Mode and International Tournament Mode.

BORN TO BE RILED



Create a power player and add him to your roster. You can make him a star, select the line he appears in and even determine his appearance and size.

THE RUSSIANS ARE COMING



Hockey isn't just a Canadian and American sport. You can select teams from Russia, Sweden, Norway or any of 16 countries. Da, iz true!

WHEN THE ZAMBONI DRIVER SINGS

Each of the NHL simulations for GCN has the options and quality most hockey fans want. EA adds some extra performance features with the Freestyle Controls and NHL Cards, which can give you boosts and cheats. NHL 2K3 boasts enhanced Power Play, special teams and elaborate create-a-team functions.



HOCKEY



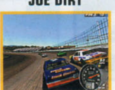
NASCAR: DIRT TO DAYTONA

A new contender has sped onto the NASCAR scene with a stylish racer that takes drivers from the dirt tracks of the rookie leagues to the banked turns of Daytona. One to four drivers can take the wheel.





RACING WITH JOE DIRT



Few drivers start at the top. In Career Mode, you'll get money and sponsors—and improve your skills—racing on dirt in the Weekly Racing Series.

BEAT THE HEAT



How would you take the lead from Jeff Gordon or avoid a massive pileup in front of you? The new Beat the Heat scenario mode is the ultimate test.

PURE NASCAR



You can head straight to the four leagues, including the Winston Cup, Craftsman Truck, Weekly Racing Series and Feather Light Modified Series.



PRO RALLY 2002

If NASCAR tracks are too tame for you, check out Ubi Soft's muddy, rocky rally racer for GCN. With 20 licensed cars and 48 chassis-breaking courses around the world, Pro Rally is a GCN exclusive.





RALLY SCHOOL





Begin your pro career at driving school, where you learn to handle tight turns by using your hand brake to slide around corners.

RALLY YOUR FRIENDS



Two-player split-screen action adds to the challenge, but you have to unlock most of the courses before you can play them.

RALLY DREAM MACHINES



Drive real rally cars such as the Subaru Impreza WRX and Peugeot 206. Your team radios advice to you to give you the inside edge.

ON THE ROAD OF NINTENDO GAMECUBE . . .

Infogrames has created a challenger to EA Sports's NASCAR Thunder series. The Career Mode is particularly well done, and the cars have the smooth handling of an arcade racer. Pro Rally 2002 has a European feel, and the game provides plenty of challenges and a great variety of tracks.





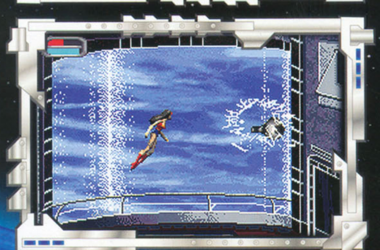
RACING

JUSTICE LEAGUE™

INJUSTICE FOR ALL











When global catastrophe strikes and the world is in peril, the call goes out for the Justice League, the greatest super heroes of all time. Fighting for truth, justice and freedom, *Superman, Batman, Wonder Woman, The Flash, Green Lantern, Hawkgirl* and *Martian Manhunter* have banded together to fight for the common good against the *Injustice League* in an all-new action adventure title for the Game Boy® Advance. Featuring 12 levels of non-stop action, gamers will overcome dangerous obstacles, an onslaught of villains and discover power-ups on the path to victory!

GAME PREVIEW AT:
WWW.JUSTICELEAGUE.MIDWAY.COM





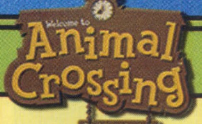
GAME BOY® ADVANCE



Violence


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The Crossing Guardian

Keep up-to-date at www.animal-crossing.com  December 

Jingle Jangles Nerves of Nice Citizens

Though Copper hasn't yet uncovered who stole the silverware from the Harvest Fest table last month, one Animal Crossing critter knows exactly who's been naughty and nice. Jingle, the black-nosed reindeer, will be touching down in local towns on December 24, hauling in gifts for all who deserve them. There's still time—have you proven yourself worthy of Jingle's presents?



Naughty Townie Boasts Big Haul

While the rest of us stress over which single Jingle gift we'll be given this year, Imelda from Shoetown says that she's discovered the secret to nabbing Jingle's entire booty. "Darling," said Imelda, "If you have a closet full of lovely things to wear, you can fool the reindeer into thinking you're a dozen different people! Now I have the whole Jingle Series. Happy holidays to me!" We don't know about you, dear readers, but here at The Crossing Guardian, we don't encourage holiday shenanigans. (But if you get a spare Jingle Clock, donate it to our offices!)

eTM brings you:



- a. letters
- b. surprises
- c. friendship
- d. furniture
- e. all of the above!

The e-Reader Transfer Machine

a new era in animal communication!

Answer: e

Break Out the Noisemakers!



It's been a simply enormous year all over the Animal Crossing world. Who can forget Tortimer's tomfoolery on April Fools' Day and pumpkin-headed Jack's tricky treating on Halloween! We're breathless from all of the holiday hootenannies, but not so exhausted that we won't be at the New Year's Eve celebration with noisemakers in hand. Head down to the pond between 11 p.m. and midnight on December 31 to join the party animals—and watch the big countdown to 2003! Misplaced your noisemaker? Don't tell him we told you, but the mayor always seems to carry extras on the big day.

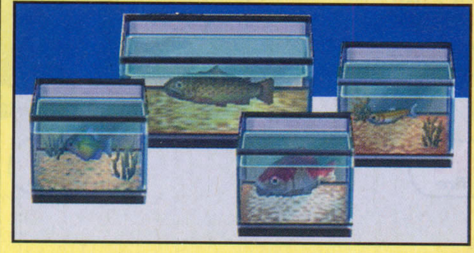
Fashion Giraffe Falls out of Police's Good Graces

She's all the rage and her fashions fly off store hangers, but it might be Gracie who's dressed down by the local police. The fashion designer is just as famous for parking her car on the lawn when she visits a town, and Officer Copper is almost foaming at the mouth about her wild parking jobs! All year long, you'll always know when Gracie's about to hit town when Copper starts yipping about his parking philosophy. We love her anyway—you can't deny that her winter rags are superfine!



Chill with the Fab Four

Winter brings more than just snowdrifts and reindeer sightings to towns—a fishy foursome swims into view starting in December. Though you might be able to land them in other months, the koi, pond smelt and bitterling are much less flaky in the wintertime and are more likely to appear in big ponds and rivers. And if you're really lucky, you'll reel in the rare stringfish, which sells for beaucoup Bells at Tom's stores!



Yummy to some, money to others: The bitterling, stringfish, koi and pond smelt are all welcome visitors come the winter months.





Mark the Date!

It's like Squirtle skipping a stage and evolving into Blastoise! The next-gen Pokémon titles—Pokémon Ruby and Sapphire—will advance the game by leaps and bounds on March 17, 2003!

Details on the upcoming Pokémon games for the Game Boy Advance have been scarce for the last year. The development of Pokémon Ruby and Sapphire has been under tight security—but here's one detail we can finally spill. The games are coming out on March 17, 2003! Now that the date has been finalized, we can start sharing all of the big news about the twin titles, such as the official names of the three Pokémon that you can choose at the start of your Ruby or Sapphire adventure. Check 'em out—and their types—below, then hang on for a flood of new Pokémon Ruby and Sapphire details in the next few issues of Nintendo Power!







These screen shots from the Japanese version hint at some of the big advances Pokémon will make!



These new Pokémon and many more arrive on March 17, 2003.

pokemon.com



Tracking the Expedition

POKéMON

In last month's Pokécenter, we blazed a trail deep into the new Pokémon TCG expansion, Pokémon-e: Expedition, and revealed the amazing scannable effects that you'll get when you use many of the cards with the e-Reader and your Game Boy Advance. The starter decks, Echo and Electric, each hold 60 specific cards—many of which are scannable. Booster packs, which each contain nine random cards, open more e-Reader possibilities.

To help you discover the full scanning potential of the new expansion, we've provided a comprehensive list of cards you must scan to create a unique effect on your Game Boy Advance. Played all of the minigames already? Aquapolis, the second Pokémon-e expansion, includes many more—and splashes into stores later this year!

MINI-GAME	Name/ID#
Flower Power	Caterpie B-05-#
	Kakuna B-34-#
	Butterfree B-68-#
Go, Poliwrath!	Krabby B-08-#
	Shellder B-10-#
	Poliwag B-12-#
	Marill B-13-#
	Poliwhirl B-36-#
	Poliwrath B-78-#
Diving Corsola	Qwilfish B-14-#
	Corsola B-15-#
Kingler's Day	Magikarp B-09-#
	Goldeen B-11-#
	Kingler B-79-#
	Cloyster B-80-#
Hold Down Hoppip	Hoppip B-02-#
	Pichu B-83-#
Machop at Work	Machop B-21-#
	Machoke B-42-#
	Machamp B-88-#

CARTOON	Name/ID#
Sweet Scent	Vileplume B-67-#
Here Comes Gloom	Oddish B-01-#
	Gloom B-33-#
Make a Dash!	Rapidash B-74-#
Metronome	Clefairy B-27-#
	Clefable B-91-#
Lifesaver	Dratini B-31-#
	Dragonair B-47-#
Flying Journey	Dragonite B-93-#
Magby and Magmar	Magmar B-35-#
	Magby B-75-#
Gotcha!	Jynx B-37-#

HIDDEN ATTACK	Name/ID#
Hidden Attack	Mew B-85-#

TOOL	Name/ID#
Coin Flipper 1	Chansey B-48-#
Coin Flipper 2	Bill's Maintenance B-59-#
Battle Timer 1	Prof. Oak's Research B-58-#
Battle Timer 2	Prof. Elm's Training Method B-60-#

MELODY BOX		Name/ID#
SOUND	FM Radio	Bulbasaur A-02-#
	Chikorita	Chikorita A-05-#
	Cyndaquil	Cyndaquil A-10-#
	Totodile	Totodile A-21-#
	Cutting Guitar	Ekans B-03-#
	Pikachu	Pikachu B-16-#
	Marimba	Mareep A-21-#
	Orchestra	Larvitar B-22-#
	Organ	Cubone B-23-#
	Gong	Geodude B-24-#
	Synthesized Bell	Rattata B-25-#
	Agogo	Meowth B-26-#
	Oboe	Tauros B-28-#
	Banjo	Houndour B-32-#
MELODY	GB battle scene tune	Bulbasaur A-01-#
	"Heartbroken"	Chikorita A-06-#
	Classical tune	Squirtle A-18-#
	GB opening theme	Charmander A-10-#
	Lead up to Viridian City	Ponyta B-06-#
	Okinawan tune	Vulpix B-07-#
	Classical tune 1	Abra B-18-#
	"Haunted House" from GB	Gastly B-19-#
GRAPHICS	Electrode	Charmander A-09-#
	Pikachu	Squirtle A-17-#
	Gradation	Koffing B-04-#
	Moving man	Cyndaquil A-14-#
	Moving lines	Totodile A-22-#
	Cleffa	Pidgey B-30-#

WNW POLL: WHY CLONE WHEN YOU CAN MORPH?

WORLD NEWS WATCH

WWW.MIDWAY.COM NOVEMBER 2002

Dr. Muto Revealed!

Meet The Man Behind The Morph

www.drmuto.midway.com

Burnitall Enterprises

Stock Soars On New World-Domination Franchise

War Over The Worlds

Evil Genuises Who Want To Rule It All

TEEN T CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Mild Violence
Suggestive Themes



MAD SCIENCE WATCH

The Doctor Is In



screenshots from PlayStation®2 computer entertainment system

Are You A Man Or A Mouse?

Morph into six strange creatures from a gorilla to a spider using Dr. Muto's amazing Splizz Gun

Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller

Dr. Muto, the genius mad scientist whose latest experiment accidentally destroyed his home planet, has been the center of a media frenzy with the unveiling of his amazing new "Splizz Gun" technology. Muto's Splizz Gun enables him to mutate and morph with any living organism in order to accomplish tasks no human could achieve alone.

According to Muto, the Splizz Gun's morphing ability will be key in his attempts to rebuild his world. "I simply sample some DNA and 'BANG,' I morph into a mouse, spider, gorilla or any other creature I see fit to become," Muto madly muttered in an exclusive World News Watch interview. "It's not that I am a megalomaniac, I just want to play God."

Muto's technology is receiving so much attention and interest that he will begin selling the Splizz Gun through TV infomercials next month. Also, leading videogame publisher Midway has entered into an exclusive deal with the doctor for the release of an action/adventure videogame based on his bizarre and intriguing life and his Splizz Gun technology. Information about Muto's videogame, simply titled, "Dr. Muto," is revealed on www.drmuto.midway.com, which is a website devoted to Muto's universe of baffling puzzles, mind-bending devices, freakish monstrosities and twisted humor.

Is Dr. Muto the 21st Century's Einstein, or just another madman? Judge for yourself this fall when "Dr. Muto" the videogame releases for next generation videogame platforms.



Defend yourself against burly Rent-a-Cops, vicious "Charks," and other benchmen of your rival, Professor Burnitall



MIDWAY
www.midway.com

PROFILE ON...

Professor Burnitall



As energy magistrate of the Centralis solar system, Professor Gunter Burnitall has outperformed all expectations for energy production by strip-mining and pillaging the natural resources of every planet in the system; he's a master at making energy while demolishing a society. But the genius Dr. Muto has become a wrinkle in his expansion plans. We caught up with the professor recently, who told us, "He's a maniac bent on ruining my beautiful energy empire. That ridiculous Dr. Muto believes he can build a planet from scraps of DNA and terra, then steal my energy reserves as the catalysts! PAH!" Burnital went on to say that Muto is a renegade terrorist and, "My forces will stop at nothing to destroy the horrible little man, no matter WHAT creature he shapes himself into!"



PlayStation®2







Coming Soon





ARE YOU GAME?

CHALLENGE

If you've been yearning to become king of the ring, we have an Arena Challenge for you! Pick up a copy of EA's Knockout Kings 2003 and enter Career Mode. Create a new boxer, then start working your way up the rankings. Take two pictures—one of your best ranking and one of your boxer in the ring—then send it to the address below. If you want to be the best, you'll have to take the belt from the greatest of all time: Muhammad Ali! Remember that you must create your own boxer for the entry to count.

LOW BLOWS

KNOCK HIM OUT!



There are three belts to claim, and many bouts between title fights. The first belt is held by Butterbean, the second by "Smoking" Joe Frazier, and the third by Ali himself.

KNOCKOUT KINGS 2003

NP SCOREBOARD

SPIDER-MAN (GCN): BEST SCORE IN THE PINHEAD BOWLING MINIGAME (VOLUME 160)

Frank LoCascio, Arizona	300
Julian Martinez, North Carolina	300
James Ortega, California	300
Carlos Riddick, Texas	300
Shaheen Moheb, Alaska	290

CAUTION: TWISTED CHALLENGES AHEAD

- In The Simpsons: Road Rage, how much money can you make in a single driving session?
- – DAVID CHRONINGER WASHINGTON

In Animal Crossing, what is the shortest amount of time you can spend to pay off all your debts to Tom Nook?

– CHRIS CRACHIOLA MICHIGAN

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before January 4, 2003.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDOPOWER.COM

NINTENDO POWER ARENA V.163
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v163" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.163, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 1/4/03. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 02/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 02/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 02/1/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

ROBOTECH: BATTLECRY

VF-J1 VALKYRIE

DIE-HARD ROBOTECH FANS FINALLY HAVE WHAT THEY'VE BEEN WAITING FOR—A GAME THAT DOES THE SERIES JUSTICE.

ROBOTECH® BATTLECRY

TEEN
T
Violence
CONTENT RATED BY ESRB

PATIENCE PAYS

The anime series debuted in the mid-'80s with romantic heroes, frenzied action and a suspenseful plot to attract an enormous cult following. But the magic of the show never translated into a successful video game...until now. Using colorful cel-shaded graphics and original voice talent, TDK and Vicious Cycle have given Robotech fans a reason to rejoice.

ROBOTECH DEFENSE FORCE

The Third World War has been interrupted by the crash of a mysterious alien ship near Macross Island. Governments across the globe have united to prepare for an extraterrestrial invasion. The planet's only hope for survival rests in the hands of the Robotech Defense Force.



COMMANDING THE VERITECH

Employing the latest "robo-technology" from the crashed spaceship, Earth's scientists have constructed sophisticated combat machines called Veritechs, which transform into three distinct contraptions. Knowing when to take advantage of each mode is crucial to success.

BATTLOID

Accurate but slow, Battloids are best for navigating the narrow city streets. They lack the long-range missles of other machines, but they have the advantage of an automatic locking system. You can rely on their precise shooting.







The sniper feature allows the Battloid to eliminate enemies stealthily from a distance. A fully charged weapon will destroy a Scout Pod with one shot. The Battloid is also handy for surprising enemies from abo... Use the Guardian to float over a target, then switch to the Battloid to pounce on it.

GUARDIAN

Logically between the two other forms, the Guardian is half robot, half fighter jet. The Guardian can use its arms to scoop up objects or people and transport them anywhere. The wings and jet packs allow it to move about swiftly.







The Guardian's missiles will spray in a multitude of directions and zero in on the target that is centered in the red scope. The missiles are not as powerful as those in the Fighter, but they're more accurate. Use the Guardian to travel at high speeds and attack elusive enemies at short range.

FIGHTER

Fighter mode is reminiscent of other high-speed aerial attack games, such as Rogue Leader. Avoid enemy fire by using the power boost and strafe buttons to loop and roll. Communication between pilots is also critical.







The heavy artillery on the Fighter is immensely powerful and has a long range, but it's also the most difficult to control. Unleash decoys to draw enemy fire away from protected areas. Hold down the X Button to lock on to multiple targets. Resort to machine guns only when refueling on missiles.



SEARCH AND DESTROY

Robotech: BattleCry spans five chapters, each containing up to a dozen missions. The many unique mission styles require different strategies and techniques. Search-and-destroy missions will force you to hunt down packs of enemies aggressively.



SAMPLE MISSIONS

AMBUSH HILLS
SABOTAGE
POWER STRUGGLE
LITTLE MESA MASSACRE

FLOAT LIKE A BUTTERFLY



And sting like a bee. Always remain in motion, firing constantly and using strafe buttons to dodge oncoming artillery. Turbo boosts allow your jet to loop and roll.

HIDE AND SEEK



When attacking static targets, use walls and cliffs as shields. Expose yourself momentarily to unleash a flurry of fire, then return to your hiding spot to reload.

VARY YOUR ATTACK



Make use of all three Veritech modes to defeat your enemies. The fighter jet is equipped with the most powerful missiles and works well even in enclosed environments.







LITTLE MESA MASSACRE

At the end of the third chapter, you must transport Hiro past the Zentraedi forces and into the comsat station. Remain undetected by eliminating Scout Pods from a safe distance. Work your way up the hill and launch the Guardian's missiles to take out the pods by the tower.



PROTECT AND SERVE

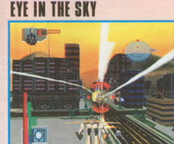
Remove your army helmet and put on your police badge. Protect-and-serve duties are different from search-and-destroy missions. Your job is to secure an area, attacking only when fired upon. But don't expect any coffee-and-doughnut breaks. There will be plenty of action.



SAMPLE MISSIONS

TROUBLE IN GRAYSTONE
SPECIAL DELIVERY
CALL TO ARMS
CAT SCAN & TRIAL BY FIRE

EYE IN THE SKY



Secure a perimeter around the target by using the Fighter to circle the area continually. Keep a close eye on the radar so you can spot any sudden swarms of attackers.

SWITCH ON THE FLY



Whenever feasible, use the Fighter's powerful missiles to eliminate unwanted intruders. Before flying past an enemy, switch to Guardian and shoot from close range.

CALL TO ARMS



In some protect-and-serve missions, you'll be asked to carry people to safety using the Guardian's transport arm. Hiro's instructions will help guide you.







CAT SCAN & TRIAL BY FIRE

In an attempt to locate the Zentraedi headquarters, a recon aircraft has been launched into orbit. Trail the Cat Scan closely and drop as many decoys as possible. Fire missiles only when enemies appear in front of you. On your way back to Earth, continue to drop decoys and fend off any ships that get close to the Cat Scan.



RECOVERY AND RESCUE

Much like a fireman's, your job during rescue missions is to clear an area of all hazards and transport victims to safer locations. Sometimes you'll be asked to recover critical cargo. The trick is knowing when to engage in battle and when to focus on moving your shipment.



SAMPLE MISSIONS

DESTROIDS IN DANGER
FLOOD CITY
HOSTAGE CRISIS
ROAD TO RUIN

GREEN MARKS THE SPOT



The green target tracks pickup and drop-off locations. You must use the Guardian to transport objects, and you can't switch Veritech modes while carrying cargo.

RADAR JAM



Keep in mind that Scout Pods can interfere with your radar signal and make it impossible to complete your objectives. Eliminate all Scout Pods to restore your radar.

ENEMY OVERHEAD



Large sniper units with powerful, long-range abilities will attempt to thwart your progress on many rescue missions. Head for the skies to battle the enemy vessels.







ROAD TO RUIN

Granite City may be under siege, but that doesn't stop the citizens from gathering for Minmei's concert. There's only one problem: Minmei is trapped. Transport Minmei to the concert hall in 40 seconds, ignoring enemies along the way. Then circle the hall and destroy all the pods.



BOSS BATTLES

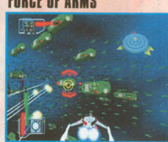
You will occasionally find yourself going head-to-head with one of Zentraedi's most dangerous members. The foe can be an ace pilot or a powerful robot. In most instances, you'll be heavily overmatched, so you'll need a well-planned defensive strategy to defeat the enemy.



SAMPLE MISSIONS

FORCE OF ARMS
KNIFE'S EDGE
DEADLY STORM
GRAVEYARD

FORCE OF ARMS



After fending off the swarm of Zentraedi, focus on the enemy ace. Stay on her tail and launch attacks when she pauses. Use decoys to deflect her missiles.

KNIFE'S EDGE



To defeat the Zentraedi officer, use buildings as protective shields and jump out occasionally to unleash a swarm of missiles. The Guardian is best for the task.

DEADLY STORM



Deadly Storm is nearly identical to Force of Arms. Watch the enemy ace carefully and use decoys to deflect oncoming missiles. Then launch a rapid counterattack.





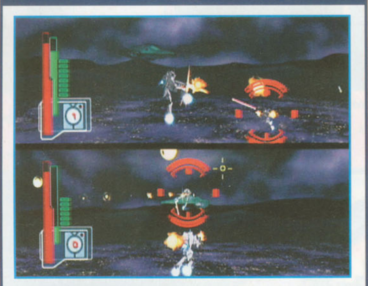


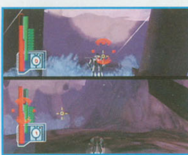
GRAVEYARD NP

Before you can battle Kiyora, you must rescue Izzy and drag her to shore. When fighting Kiyora, toggle between Guardian and Fighter. Use the Fighter's decoys to throw off the enemy, then use the Guardian to track her down. Check out nintendopower.com for more details.

VERSUS MODE

The game's developers added a multiplayer Versus Mode: head-to-head combat between two Veritechs in a wide-open landscape. It should be enough to satisfy a couple of trash-talking buddies.





KNOW THE AREA

You can unlock various scenes in Story Mode and access them in Versus Mode. Take advantage of each setting's unique surroundings. Most landscapes have destructible edifices, such as the over-passes in the Graveyard. Collapse structures to disrupt your opponent's attack.



SET THE STAGE

Before starting the dogfight, you can set everything from the number of rounds to the amount of fog. You can also toggle features such as auto-targeting, survivor mode and double damage. There is no radar, so you're forced to use the split-screen to uncover your opponent's location.

MEDALS OF HONOR

There are rewards—other than the satisfaction of having saved Earth from the evil Zentraedi forces—for completing certain missions. You can unlock multiplayer maps and new Veritechs by accomplishing various tasks, such as completing all boss missions twice or destroying 100 fighter pods.



HERO'S DISPLAY

An awards screen tracks your progress. It displays the 18 medals you can obtain plus your current rank in the RDF army. There is also a handy description of the goodies that become accessible once a task is accomplished. The chart below lists some of the medals you can earn.



Rebecca Forstadt voice of Izzy Randal

CAST INTERVIEWS

Proving that a lot of considera-tion and attention to Robotech history went into the game, interviews with Robotech voice talent, such as Dan Woren and Melora Harte, appear in the game. Most of the original actors were used to supply the voices for the cut scenes and sound bites in the game.



DISTINGUISHED SERVICE - THE ENEMY WITHIN
Complete The Enemy Within
Unlocks VF-1S and Rick's Paint Design



TITANIUM MEDAL OF VALOR - KNIFE'S EDGE
Complete Knife's Edge
Unlocks VF-1J



SILVER SHIELD - GRAVEYARD
Complete Graveyard Mission
Unlocks Miriya Paint Design & Graveyard Versus Map



JOLLY ROGER - PARTY CRASHERS
Complete mission 3 times
Unlocks Bursting Point Versus, Skull One Paint Design



THE START OF SOMETHING GOOD

Despite a few flaws—mission objectives aren't always clear, invisible boundaries limit the field of battle, and some bosses are so tough, you're forced to resort to a duck-and-dodge approach—Robotech: BattleCry is an impressive effort that will delight hard-core Robotech fans and casual gamers alike.





TONY HAWK'S PRO SKATER™ 4

TRUE FREESKATING FREEDOM IN THE NEW TONY HAWK'S PRO SKATER 4.

TEEN T — Comic Mischief, Suggestive Themes, Blood, Mild Lyrics. CONTENT RATED BY ESRB

Less frenetic and more cartoony than its predecessors, Tony Hawk's Pro Skater 4 has 190 progressively harder goals and nine new levels. The levels are bigger than ever and you can explore them to your heart's content, since the levels themselves are no longer timed, just the goals within them. The game is worth checking out just to skitch the elephant's tail in the Zoo level. Beginners, beware—there's no tutorial. Jaded experts of THPS3, you won't be bored—after the first 50-60 goals, expect exponentially greater difficulty.









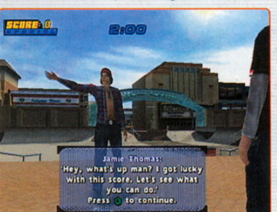
Tony Hawk | Steve Caballero | Kareem Campbell | Rune Glifberg | Eric Koston | Bucky Lasek | Bam Margera | Rodney Mullen

Chad Muska | Andrew Reynolds | Geoff Rowley | Elissa Steamer | Jamie Thomas

! Bob Burnquist Is Back!
The popular Brazilian skater, who was missing in Tony Hawk 3, reappears in the newest version. All the other skaters from the previous games return.

A BRAND-NEW CAREER MODE FOR YOU

THPS4's Career Mode is totally revamped. Goals are timed (up to two minutes) but the level itself is not, so you can freeskate between goals. Look for characters with green arrows above their heads to learn about your next goal.



Breaking Down the Goal System



You'll have 16 goals to complete and cross off your list in each level. They are listed as question marks on the View Goals screen until you talk to the people with the green arrows over their heads. Some goals will be locked until you complete other goals on the level.

Collecting Pro Points and Stat Points



A finished goal gives you a Pro Point. Collect them to unlock new levels. Start with easier goals and leave more difficult ones for later so you can accumulate points rapidly. You'll earn Stat Points that improve your skills, such as balance and hang time. Collect 90 Pro Points to try the Pro Challenge. The challenges are specific to each skater and unlock even more goals on each level. Warning: Pro Challenges are for true THPS experts only.

THE NEW FEATURES

A zoo, Fisherman's Wharf and a carnival are just some of the new venues where you can show off your sickest tricks. You can still perform tricks off cars and other objects, and now you have three cool new moves for big combos.

ADD NEW MOVES TO YOUR ARSENAL OF TRICKS

THPS4 boasts three big new moves: skitching, spine transfers and recoveries. They open up opportunities for high-scoring combos and give you a new set of skills to perfect.

Skitching Cars



In addition to tricking off cars and riding on trucks, you can skitch. Press Up on the Control Pad or Stick to grab the car's fender. It will speed up after you grab on—hang on as long as you can for maximum points.

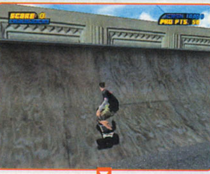


While attached, watch your balance meter. Lightly tap Left on the Control Pad or Stick to stay with the car as it speeds up or takes sharp corners. Don't press too hard or push too long in any one direction.



Press Down or jump to let go of the car. You'll get a burst of speed, which gives you more air when you hit a trick. Be sure to ditch the car before it drags you outside the gaming area.

Spine Transfer




The new spine transfer move lets you go up walls, ramps and halfpipes and back down the other side. You can link spine transfers with other tricks for bigger combo scores.

Recovery




If you've flown off a quarterpipe and can see that you are about to hit flat ground, press the R and L Buttons together to straighten yourself out and make a good landing. Act quickly though—if you wait too long, you're toast.

NEW IN MULTIPLAYER

Your old multiplayer favorites are back, plus two new games: Score Challenge and Combo Mambo. In Score Challenge, compete to get a certain score fastest; in Combo Mambo, pit your combo-making skills against each other to see who can get the biggest, sickest combo.

Score Challenge



This one is just like Trick Attack, but you don't have a time limit. The player who reaches the target score first is the winner. It's a great way to sharpen your combo skills.

Combo Mambo



Players try to get the longest combo they can within a time limit. Try to work in point-rich tricks—the game keeps track of your best score during the session. The player with the best combo score wins.

MORE NEW FEATURES

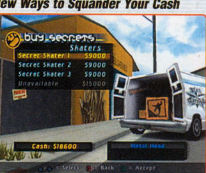
Check out the updated menus to find out what fresh new gear you can get for your skater, and browse new choices when you customize your Create-a-Skater. Look for ways to get rid of that hard-earned cash, like purchasing new cheats and movies. A more extensive Skate Park Editor featuring many new piece options is available, too.

Scalable Skater Parts



Previous versions of Create-a-Skater had lots of options. New to THPS4 is the ability to scale the sizes of different body sections (even the feet!), which allows for more realistic skaters. There are also new hair styles, gear, shoes and decks.

New Ways to Squander Your Cash



You'll find all kinds of new accessories to buy, including new movies, cheats and skaters. With a big wad of cash, you can purchase two new levels—Carnival and Chicago. Carnival is for fantasy skate fanatics, and Chicago is paradise for car-loving skitchers.

COLLEGE
Available at the Start

First up is the College level, which has plenty of stair rails to grind, concrete ramps for you to show off your vert tricks and a street where you can practice your skitching. There's a huge concrete wall for high-scoring wallride combos. Here are some helpful tips.

GOALS:

- Get a High Score: 40,000 points
- Collect the S-K-A-T-E letters
- 1 Collect the C-O-M-B-O letters
- 2 Race the Inline Skater
- Nail the tricks the kids yell out
- Get back at the 5 frat boys
- Spine Transfer over the wall
- Warn the other skaters
- 3 Skitch the professor's car
- 4 Grind down Officer Tom's banners
- 5 Get a Pro Score: 75,000 points
- Stop all of the Pink Elephants
- 6 Medal the High Combo Competition
- Nail a 360° Varial McTwist
- Clock five jocks in one combo
- 7 Gap between floats 10 times

HOT SPOTS



In the back corner near the coliseum, there are some picnic tables and pipes that let you do huge lip tricks. Use the space between them to plan out your moves. Remember to revert and manual between tricks.



Near the Woodland School, the quarterpipes are close together for great combos. You can practice your spine transfers and switches, and there are lots of wires and handrails nearby.

MINIGAME



Skate up to the tennis court on the ground and press X to talk to Bjorn. He'll ask you to play tennis. If you do, you'll use your board as the racket. Beat Bjorn at his own game for $500 cash. Try for fast hits!



1 Collect the C-O-M-B-O letters



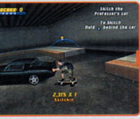
As you grind, tap your Control Pad or Stick to maintain balance. The last letter is the toughest to get. Wait until the last minute to ollie off the rail to get the correct angle over the stairs.

2 Race the Inline Skater



Race between checkpoint cones with light green flags to beat the inline skater. Watch for sharp turns, avoid stairs and don't run into any objects. The end is tough. Hint: The last set of cones is in the parking garage.

3 Skitch the Professor's Car




Tap Left and Right to keep your balance meter centered as the car makes sharp turns on its way out of the parking garage. As it leaves the park, your view changes from first person to aerial view, so be ready. Keep watching the balance meter.

4 Grind Down Officer Tom's Banners



Practice your wallie skills on this goal. Ollie, then press Y, A, Y in rapid succession to wallride and then grind. If you keep your balance, you'll be able to knock out multiple banners at a time. Approach the wall at a 45-degree angle.

5 Get a Pro Score: 75,000 Points



When you start the challenge, you will notice an extra ramp in front of you. You can get big points anywhere, but the extra ramp allows you to do moves involving spine transfers, which can make for big scoring combos.

6 Medal the High Combo Competition




The best way to get a high score is to hit the ramp with a decent trick then revert to a manual to continue your combo and ollie to the rail. Keep adding to your combo on the rail. Try as many combos as possible, since each try adds to your score.

7 Gap between Floats 10 Times




It's time to test your spine transfer skills. When doing a spine transfer, you may have to readjust to land straight. You can gap around the corner between the blue float and the middle float. If you fall off, go back to the beginning and get back on.

SAN FRANCISCO
Unlock with 8 Pro Points

The San Francisco level lets you scare seagulls and trick in a fountain in the urban park and skate on Fisherman's Wharf—but don't fall in the water, especially while feeding the Sea Lions!

GOALS:

- Get a High Score: 50,000 points
- Collect the S-K-A-T-E letters
- 1 Collect the C-O-M-B-O letters
- Find the Messenger's five missing packages
- BS Boneless the three pier signs
- 2 Feed the four angry sea lions
- Manual the overhead walkway
- 3 Beat Muska's three best combos
- Darkslide the waterside railing
- 4 Medal the competition
- 5 Get a Pro Score: 100,000 points
- 6 Save Painter Neal
- 7 Race the bike messenger
- Race to get the camera
- Manual, gap and manual the setup
- Nail the tricks the skaters yell out

HOT SPOTS



Behind Pier 18 is a nice place to pull off a long grind, with quarterpipes at each end. Head to pier 18 if you need high scores fast.



Get some sick air in the round spot near the art statue in the urban park area—clear two gaps for high points. If you get tired, grind the long concrete wall with round statues (also known as the EMB ledge) for a nice break.

MINIGAME



Find the telescope on the pier. Press X to look through it. Press the A Button as fast as you can to save the seals from the shark and earn $500 and some warm fuzzies.

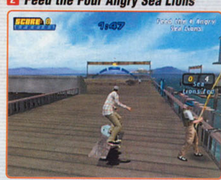


1 Collect the C-O-M-B-O Letters



The first three letters are on an easy straightaway, but be careful collecting the B. Ollie early enough to collect it before you grind the next wall on your way to the last letter.

2 Feed the Four Angry Sea Lions



The trick is to distract the fishermen; grinding the rails in front of them will only make you bloody. Kiss the benches with their tacklebox-es to distract them, then grind the railing to release the fish into the water.

3 Beat Muska's Three Best Combos



For the first combo, grind the rail right away then manual to the next nearest grinding spot. The second combo is just a straight grind over three rails, ending with a good trick. For the third, head to the long straightaway with the round statues for the perfect opportunity to score big.

4 Win a Medal in the Competition



There are two good spots from your starting point: Grind the top stair on the right, ride the curve and ollie to the quarterpipe; or grind on the multiple levels on the left side and hit the quarterpipes at the far end. Either way, you can continue a combo after the quarterpipes.

5 Get a Pro Score: 100,000 points




The bowl in the urban park is the perfect place for big points. Immediately head to the right when you begin. You can pull off big combo aerials quickly and finish your run with a long grind combo on the straightaway on the edge of the park.

6 Save the Painter Neal



Before you can save Painter Neal, you must clear the seagulls around him with one grind. Afterward, you can complete the goal by grinding the cable around the concrete sphere.

7 Race the Bike Messenger



Make a beeline to the closest vehicle and skitch it. Let go for a big boost of speed when you reach the warehouse. Dodge oncoming traffic, turn around and repeat.

UNLOCK MORE LEVELS

ALCATRAZ: Unlock with 8 Pro Points

When San Francisco is unlocked, so is Alcatraz—but you'll have to pick one then earn eight more Pro points to access the other. If you want bigger challenges and lots of variety, Alcatraz is it.









Among the fun features in Alcatraz are stairways that warp you to new parts of the level and lots of hills that let you build up speed. Look for places to connect grinds that take you through the entire level. One goal will let you catch some huge air after skitching.

KONA: Unlock with 16 Pro Points

For the skating purist. No fantasy elements, hippos or clowns—just a huge area with no clutter, few cars and a gigantic skate park that makes every trick possible. What more could we ask for?







Kona is a boarder's dream: It's a giant skate park with loads of open space and without the distractions of cars and crowds. It's a great place to try out your balance tricks, such as manuals. Check out the big pink bowl for pulling off aerials.

SHIPYARD: Unlock with 24 Pro Points

The Shipyard may be difficult to master at first, because of the amount of water and many moving parts, but the level offers lots of opportunities to pull off some sick moves.







So many surfaces to grind, so little time! If you can't master your grind combinations here, go home. Just stay away from the water. For one of the goals, you'll have to gap between containers suspended from cranes. Another tests your vertical skills by having you tag a tall stack of containers.

SICK TIPS AND TRICKS

Use the L and R Buttons to spin while you're doing tricks. Since you lose points when you repeat tricks, press either L or R before repeating a trick to switch your stance and get more points. Try starting a trick with a nollie rather than an ollie.

Revert to Manual to Lip Move or Grind



If you continue to revert to manual in your combo moves to get high scores, your speed will eventually decrease, which will keep you from getting big air. Try to end your tricks with a lip trick or a grind.

Tap for Balance



Adjust your balance meter with a light touch. If you hold the Control Stick or Pad in any one direction too long or too hard, you will bail—use quick directional taps instead. You'll also save the nerve endings on your thumb and fingers.

Adjust Your Stats before Tackling a Goal



You can change your stat points at any time, readjusting according to which goal you are trying to accomplish. If you're racing, increase your speed—if you need to improve your lip balance, add points there.

FREE SKATING

Untimed levels, creative challenges, new tricks and a revamped Career Mode make THPS4 the ultimate in the Tony Hawk series. When you beat a goal or level with one skater, you beat them with all your skaters. Higher levels challenge the most seasoned pro.

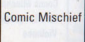














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Really Big Axes

Open the gates! Baldur's Gate: Dark Alliance is on GCN. The title, based on the popular Dungeons & Dragons role-playing series, places you in one of three roles: an Elven wizard, a Human archer or a Dwarven fighter. As a newcomer to the town of Baldur's Gate, you must descend into the town sewers to find a band of thieves who stole your money. The plot doesn't end there—you'll eventually discover a wide-ranging conspiracy that threatens the entire region.

The game is a hack-and-slash with RPG elements thrown into the mix. As you progress, your character will get new weapons and armor to help in the fight. He or she (the wizard is a young woman) will also gain new talents, skills and magic—each tailored to the character. The archer, for example, can carry more arrows or launch flaming bolts at his foes, while the wizard can shoot fire or call a meteor shower down from the sky. You'll need all the magic you can get, because Baldur's Gate is populated with all manner of terrible beasts. You even fight a Beholder—a creature composed mostly of eyeballs.

The moody sound track also deserves special mention. It was composed by Jeremy Soule, who wrote scores for *Star Wars* Bounty Hunter and The Secret of Evermore.

We saved the best for last—Baldur's Gate: Dark Alliance can be played with two people! If you buddy up, you and a friend will descend into the depths together, using teamwork and quick fingers to smash the forces of evil. You can play through the entire game that way, and as the Epic Center editors discovered, it's a total blast.

Look to the Skies

When a package from Sega arrived on the Epic Center desk, it could have meant only one thing—Skies of Arcadia Legends is almost here! The Dreamcast port has been completely reworked to run on the powerful GCN hardware, and after playing the game nonstop for hours, we're pleased to report that it's looking very good. You control a band of Sky Pirates—brigands who steal from the rich and give to the poor. Your battle against an oppressive empress takes a detour, however, after you rescue a mysterious young girl from a federal airship. You must discover her secret, rebel against the government and fight off roving bands of pirates who aren't nearly as kindhearted as your group.





The title is a straight RPG, with turn-based battles, a well-designed party system and the freedom to go almost anywhere you want (you do own a flying pirate ship, after all). Sega and Overworks (the development house) have made a number of changes since the DC version—including extra cinema scenes, new characters and secret side-quests. The game is expected to hit stores in early February, and Epic Center will cover it all the way.



EPIC TACTICS

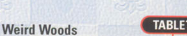
LUNAR LEGEND ルナ～レジェンド～

Last month we gave you oodles of charts for Lunar Legend, and it's time to show you how to use them in our walk-through for the first chunk of the game. Since the game is so massive, we've boiled it down to major boss battles and events—and thrown in a map or two when necessary.

1 NASH BRIDGES THE GAP

A young mage-in-training named Nash has come to Burg—it seems he needs to visit the Dragon Shrine outside of town. Nash is an arrogant fool, but he is a man of some import and can hold his own in combat. Go to the statue in the center of town to meet up with him.









2 WOODS? WEIRD.

Before you can enter the White Dragon Shrine, you must find three tablets hidden in the Weird Woods. The tablets contain a clue that will grant you access to the shrine. Check the maps on this page for tablet locations.





The first few battles are fairly simple. If, however, you happen to fall in combat, Nall (the flying cat) will bring you back to life.

3 THE DRAGONMASTER TEST

When you reach the spring, examine a rock on the shore, then speak to each member of your party. You will cause a bridge to form on top of the water. Follow the bridge to find the shrine.





The dragon, Quark, will look into your soul to see if you are Dragonmaster material. At the end of your ordeal, you'll earn a Dragon Diamond.

4 YO HO HO AND A BARREL OF FUN

Scurvy pirates have kidnapped Nash! Go to the town of Saith and speak to a man in the restaurant, then go talk to a merchant named Zet. He will place your party inside empty apple barrels. Use the barrels to sneak onto the pirate ship.





There are a lot of pirates, but they're not very tough. Go after the red ones first, then strike at the greens.

5 MEANDER THROUGH MERIBIA

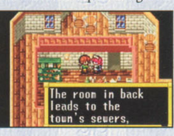
After you rescue Nash, it's time to set off for the town of Meribia. It's the largest town within walking distance and the only place where Ramus will be able to sell the Dragon Diamond. After you split up, go to the large mansion in the center of town and speak to the mayor, Mel.



6 DIAMONDS ARE FOREVER . . . UNTIL THEY'RE STOLEN

Mel will challenge you to a fight. Afterward, go back to the shop. Tell the shopkeeper "no" until he offers you a special present, then sell him the diamond. He'll steal the diamond anyway. Go back to Mel, then return to the shop once again.

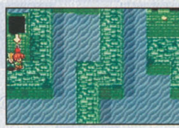




You can't defeat Mel, but try to put up a fight. When you return to the shop a second time, a young woman will show you a door that leads to the sewers.

7 FIGHT RIN-RIN

The boss of the sewers is a monster named Rin-Rin. When the fight starts, have Alex use Vigor on himself, then have Luna use Powersong on Alex. Use Alex's powerful Swordance technique to give Rin-Rin what-for.





Luna's healing powers (especially the Goddess spell) will come in handy during the fight with Rin-Rin. Don't give Ramus any items or weapons—he will leave your party after the battle, and you'll lose the goods forever.

Sewers beneath Meribia

Entrance/Exit

Switch

Switch

RIN-RIN

LUCKY RING

Sub Vane

8 SUBPAR

Leave Meribia and head to the Spring of Transmission. It will send you to a place called Sub Vane. Use the maps to navigate the maze. The letters on the map are warp crystals that allow you to travel between points.

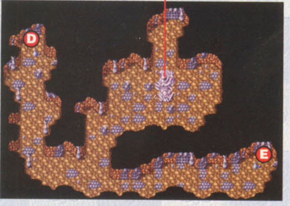


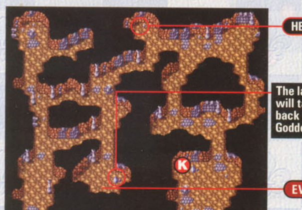




Sub Vane can be a difficult area to navigate if you aren't careful—many of the areas look identical. The monsters aren't very tough, but there are a lot of them. Bring along some Healing Gum.

Sub Vane





9 PLAY EVILMISTY FOR ME

The final battle in Sub Vane is against a monster called Evilmist. The creature will weaken Luna and force her to sit the fight out, which means Nash and Alex must save the day. Since you can't use Luna, you'll need some healing items.





Swordance is the best attack. The longer the battle rages, the worse your chances are—strike with everything you have in the first few rounds.

10 TRYING IN VANE

Go to Althena's Shrine after you leave Sub Vane. The leader of the shrine, Phacia, will give you the Light Emblem. Give the item to Nash (be sure to equip it!) so your party can pass through the Spring of Transmission and make it to Vane.





Vane is full of great armor and weaponry. After talking to Ghaleon, a high muckety-muck in the Magic Guild, use your profits from the sale of the Dragon Diamond to stock up on supplies. There are separate stores for mage and fighter classes.

11 NUTS TO NANZA

Use the map below to find your way through Nanza, a mountainous area that serves as a passageway from one town to another. You must speak to a man named Kyle before you exit Nanza and head for Lann.





Eventually, Kyle will join your party, but for now you just need his good word. Get his permission or you'll never get out of Nanza.

Passage to Nanza

Exit

Entrance

12 LANN HO!

Lann is a small fishing town with a big problem: The fish have vanished. The town's woes revolve around a mysterious Dragonmaster. If you talk to Jessica—Mel's daughter and a traveling Priestess apprentice—she'll join your party.





After Jessica joins the party, head to the docks and borrow a boat from the fisherman. Take the boat to Lann Island.

13 SWAMPED

Lann Island is nothing more than monster-infested swampland. Many of the treasure chests have monsters hiding inside, but some contain useful items! Open all the chests anyway—the experience is valuable enough.





The false Dragonmaster will attack you with a Frogzard. Use Luna's Powersong on your attackers to defeat the fake dragon easily.

Lann Island





14 WRONGFULLY ACCUSED

On your way back to Vane, go to Ghaleon to report your encounter with the fake Dragonmaster. You'll meet Lemia, the leader of the Magic Guild—but she'll betray you and throw you in prison.





Lemia's daughter, Mia, will rescue both you and a masked prisoner. Head for the Crystal Tower to rescue Luna. Your old friend, Nash, will also join the fight.

15 CRYSTAL TOWER

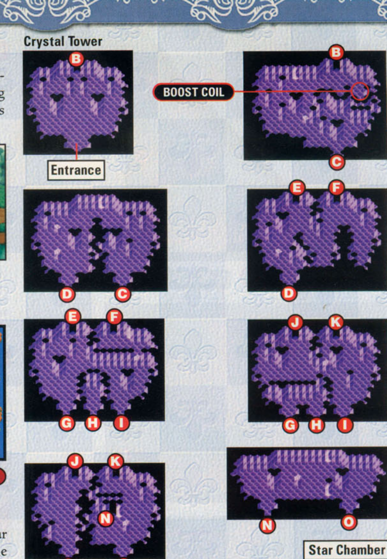
Ordinary weapons are forbidden inside Crystal Tower, so you must unequip your gear before continuing. Follow the maps on this page to get through the tower, remembering to check every chest for items.





Special weapon-based attacks, such as Alex's Swordance, will still work inside the Crystal Tower.

Crystal Tower









16 STAR CHAMBER

The top of the tower holds a room called the Star Chamber. There your party will discover Lemia's true identity—and also battle three evil witches from the Vile Tribe.





Use Mia's Ice Shell magic to boost your party's defenses. It's a tough battle without weapons—you'll rely heavily on Nash.

LEGENDS OF THE BRAWL

You're not even a third of the way through the massive world of Lunar Legend. Do you want to see more strategy? Are you aching for us to cover a different game? Drop us a line at epic@nintendopower.com and let us know!

JOIN THE WHOLE NICK GANG ON NINTENDO.

NICKELODEON

NINTENDO GAMECUBE

Join Tommy, Chuckie, Kimi, Phil and Lil as they fly on magic carpets, race snowmen down mountains and cruise on craters in moon buggies!

Rugrats Royal Ransom

Totally Insane! Grind on rails, glide on a zip line and cruise on a wave bike in all-new Rocket Power action.

Rocket Power Beach Bandits

The evil Yokians have invaded earth and captured all the parents of Retroville. It's up to Jimmy Neutron and his dog Goddard to gather up the troops and rescue their parents.

The Adventures of Jimmy Neutron Boy Genius

SpongeBob SquarePants has released the Flying Dutchman from an endless slumber! Help SpongeBob rescue his friends in this sea-soaking adventure of a lifetime!

SpongeBob SquarePants Revenge of the Flying Dutchman

GAME BOY ADVANCE

Help Arnold save the neighborhood from an unsavory businessman!

Hey Arnold! The Movie

Join Timmy as Cleft, The Boy Chin Wonder in an attempt to rescue the comic book hero, Crimson Chin!

The Fairly OddParents! Enter the Cleft

Explore with The Wild Thornberrys as they travel across continents on their greatest adventure yet!

The Wild Thornberrys Movie

Nick Prize Points THQ

You can collect THQ/Nick Prize Points and earn great rewards! Look for specially-marked packages. Go to www.thqnickprizepoints.com for rules and instructions on setting up your Prize Points account or ordering program merchandise rewards.

See The Wild Thornberrys Movie in theaters this Christmas!









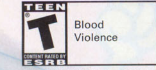








IMMERSE YOURSELF IN THE UNIQUE EXPERIENCE OF PHANTASY STAR ONLINE EPISODE I & II.

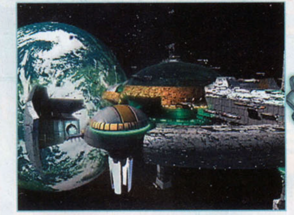


PHANTASY STAR™ ONLINE ファンタシースターオンライン EPISODE I&II

EPIC CENTER SPECIAL REVIEW

The New Revolution in Console Gaming

Sega's Phantasy Star Online Episode I & II is the first title to use the Nintendo GameCube's online capabilities. The game combines the full content of the Dreamcast global hits Phantasy Star Online and Phantasy Star Online Ver.2 with new items and vast quests, the entirely new Episode 2, three new character classes and revolutionary Dolby Pro Logic 2 sound.



The extent to which the fascinating story line links PSO Episode 1 with Episode 2 is not immediately apparent. Instead, players discover bits and pieces of the intricate story by completing quests—both online and offline—and by talking to passengers aboard *Pioneer 2*. You can play three ways: online, offline solo or offline with up to three friends on a split screen using one GCN.

THE ONLINE WORLD



GET CONNECTED

Play Phantasy Star Online Episode I & II on your Nintendo GameCube via the Internet with people from around the world. **See page 166 for more details.**

EPISODE I



Phantasy Star Online Episode I includes the full game content of the previous Dreamcast Phantasy Star Online titles plus new features. You begin your journey aboard *Pioneer 2*, the second of two colony ships sent out to research the beautiful planet of Ragol.

EPISODE II



Episode II is a brand-new story that picks up where Episode I leaves off. The creatures are tougher, the areas larger and the discoveries even deeper. Characters can travel freely with all their belongings between the two episodes.

Create & Live Your Phantasy

The process of creating your character is one of the most enjoyable parts of PSO Episode I & II. The character-creation system is highly customizable, unlike those in many RPGs and online games. You can adjust nearly every aspect of your character to create a unique persona. Choose a character class, then customize the hair color and style, skin tone, outfit, height, weight and name.



You can choose from hundreds of combinations to create your unique character. The chances of seeing multiple characters that look exactly the same are very slim. Even within each face choice, the features can differ slightly depending on skin tone. Every outfit has vibrant colors and subtle differences. You could re-create yourself or fashion a dream character.

HUNTER

Hunters specialize in bladed weapons, like swords and daggers, but they can also use many other weapons. Their accuracy is not as precise at that of Rangers', but their attack power is unmatched. Human and Newman hunters can use some techniques.

HUmar: Hunter/Human/Male
HUmars shine in close-range combat with blades. They are the most balanced of the Hunters. HUmars can use recovery and attack techniques.

HUnewearl: Hunter/Newman/Female
HUnewearls have the strongest techniques of all the Hunters but the lowest HP. They are quick, so they evade well, which helps them fight effectively in close-range combat.

HUcast: Hunter/Android/Male
HUcasts are the masters of close-range combat. No other class matches their attack power in battle. HUcasts, being androids, cannot use techniques, but they can use traps.

HUcaseal: Hunter/Android/Female
HUcaseals, a new breed of Hunter, have enhanced reflexes that give them incredible accuracy and evasion abilities for close-range combat. They can't use techniques, but they can use traps.

Hunter is the primary melee class. They lead a party in battle, standing between the enemy and the Rangers and Forces. When adventuring alone as a Hunter, keep a stock of Monomates on hand at all times to recover your health. In a group, a Hunter will engage enemies first, while other classes support.

RANGER

Rangers are proficient with guns. They can use other weapons, but their attack power is not as great as Hunters'. With their incredible accuracy, Rangers excel in attacking from a distance. Human Rangers can use some techniques.

RAmar: Ranger/Human/Male
RAmars perform well in ranged combat with a gun. They are the most balanced of the Rangers. RAmars can use recovery and attack techniques.

RAmarl: Ranger/Human/Female
RAmarls have the strongest techniques of all the Rangers but the lowest HP. RAmarls are best suited to engage an enemy from a distance with their gun and powerful attack techniques.

RAcast: Ranger/Android/Male
RAcasts have the top attack-power potential of all the Rangers. Their defense abilities are also strong. RAcast cannot use techniques, but they can use traps.

RAcaseal: Ranger/Android/Female
RAcaseals have the very best defensive power potential of all the Rangers. A RAcaseal's attack power isn't as great as a RAcasts', but it is still strong. They can't use any techniques but can use traps.

Rangers are the masters of ranged combat. They stand at a distance, pick off their enemies with powerful gun attacks and rarely get hit. When adventuring alone as a Ranger or in a group, always try to keep your distance from the enemy. Rangers are a good choice for players new to PSO.

FORCE

Forces are the masters of magical techniques and use a cane as their weapon of choice. With their low HP, Forces excel in attacking from a distance when solo or acting as support. Forces can learn powerful attack, support and recovery techniques.

FOmar: Force/Human/Male
FOmars, a new Force class, have low defensive power and HP. They are very quick in battle and have a range of techniques, but they require some strategy.

FOmarl: Force/Human/Female
FOmarls are very balanced Forces with their strong support techniques and ability to fight with a cane. They have low HP, but can hold their own when placed in a close-combat situation.

FOnewm: Force/Newman/Male
FOnewms specialize in strong offensive attack techniques and are a well-rounded Force class. They can use a cane as well as other forms of techniques, but are best suited to attack enemies from afar.

FOnewearl: Force/Newman/Female
FOnewearls are weak when placed in close-combat situations, but they have the highest TP potential of all the Forces. FOnewearls are adept at both attack and support techniques.

Forces are unmatched in their grasp of techniques. Strike from a distance with attack techniques when solo. In a group, stand behind Hunters and cast attack and support techniques. Because of its low HP and defensive power, Force is the most difficult class to use and is recommended for advanced players.

MAG Evolution and Management

MAGs are robotic guardians given to those who join the Hunter's Guild. MAGs all begin in the same form, but they evolve and grow through a number of variables such as their master's class, how often they are fed, and what items they are fed. Your MAG will protect you as it becomes stronger, and it is a valuable companion, so treat it well.

MAGS GROW WITH YOU



Your MAG starts out as a single robotic unit that hovers off your character's shoulder. It will follow you anywhere as a loyal companion. As your MAG evolves, it will become more powerful and eventually evolve into a twin unit—one to protect each side of its master. Feed your MAG items often so it grows in strength with you. A MAG can consume three items at a time—after that it will be full temporarily.



A MAG can absorb some of the damage its master takes and store it as energy. Once the stored energy reaches 100%, the MAG can use it to perform Photon Blasts. A MAG's Photon Blast varies depending on its master's class and the type of MAG it is. Photon Blasts are extremely powerful attacks and healing techniques. A powerful MAG can save a party and make boss battles easier.

VARUNA, VRITRA, KALKI

MAGs first evolve when they reach level 10. When they change into their second form, items you feed them will affect their vital statistics differently from before. See the chart below for the changes and feed your MAG accordingly. A new creature requires a new diet.

ITEM	DEF	POW	DEX	MIND	IQ	SYNC
MONOMATE	+5	+10	0	0	0	0
DIMATE	+5	+15	+3	0	+1	+1
TRIMATE	+8	+20	+6	-5	+2	+2
MONOFLUID	+5	0	0	+10	0	0
DIFLUID	+5	0	+3	+15	+1	+1
TRIFLUID	+8	-5	+6	+20	+2	+2
ANTIDOTE	0	+5	+14	0	+1	0
ANTIPARALYSIS	0	0	+14	+5	0	+1
SOL ATOMIZER	+9	+9	+8	0	+2	-2
MOON ATOMIZER	+9	0	+8	+9	-2	+2
STAR ATOMIZER	+14	+14	+14	+14	+3	+3

PHOTON BLASTS

MAGs' Photon Blasts are unique to the type of MAG and change when they evolve. The circular meter near your life meter gauges the energy a MAG has stored up to use for a Photon Blast. Once the yellow meter is at 100%, you can use the Photon Blast. Use Photon Blasts wisely; you have only one shot.

MAG TYPE	VARUNA	VRITRA	KALKI
PHOTON BLAST	FARLA	LEILLA	ESTLLA

LEVEL 5 MAG FEEDING

All characters begin with the same MAG. You must feed the little robotic companions, and they actually prefer certain items as food over others. A MAG's attributes are affected by the foods you feed it. MAGs gain a level after reaching 100 points in any vital statistic, as shown below.

ITEM	DEF	POW	DEX	MIND	IQ	SYNC
MONOMATE	+5	+40	+5	0	+3	+2
DIMATE	+10	+45	+5	0	+3	+2
TRIMATE	+10	+45	+5	0	+3	+2
MONOFLUID	+5	0	+5	+40	+3	+2
DIFLUID	+10	0	+5	+45	+3	+2
TRIFLUID	+15	0	+10	+50	+4	+3
ANTIDOTE	+5	+10	+40	0	+3	+2
ANTIPARALYSIS	+5	0	+40	+10	+3	+2
SOL ATOMIZER	+15	+30	+15	+25	+1	+3
MOON ATOMIZER	+15	+25	+15	+30	+1	+3
STAR ATOMIZER	+25	+25	+25	+25	+5	+5

Always be aware of what items you feed your MAG and supplement its diet if you wish to boost certain statistics. Eventually, your MAG's evolution will vary greatly depending on what you feed it and which of its attributes are highest. As each of the MAG's vital-statistic levels increases, the MAG's overall level will increase accordingly. When your MAG reaches level 10 it will evolve into one of the three MAG types shown in the left chart below. Your MAG will also acquire its first Photon Blast at level 10, then others at level 35 and level 50.

LEVEL 35 MAG EVOLUTION

At Level 35, all MAGs go through their second evolution, changing into their third form. What a MAG evolves into is determined by which vital statistic is the highest when it reaches level 35—as listed below. Feed your MAG with the outcome in mind and you tailor your little companion to best fit your character. Your MAG will also acquire a new Photon Blast upon evolving into its new form.

HUNTER

DOMINANT ATTRIBUTE	POW	DEX	MIND
LEVEL 35 MAG TYPE	RUDRA	MARUTAH	VAYU
NEW PHOTON BLAST	GOLLA	PILLA	MYLLA/YOULLA

RANGER

DOMINANT ATTRIBUTE	POW	DEX	MIND
LEVEL 35 MAG TYPE	SURYA	MITRA	TAPAS
NEW PHOTON BLAST	GOLLA	PILLA	MYLLA/YOULLA

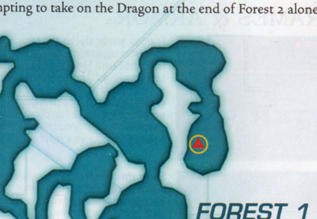
FORCE

DOMINANT ATTRIBUTE	POW	DEX	MIND
LEVEL 35 MAG TYPE	SUMBA	ASHVINAU	NAMUCI
NEW PHOTON BLAST	GOLLA	PILLA	MYLLA/YOULLA

Your MAG will evolve again at level 50. This evolution is determined not only by its master's character class and dominant attributes, but also your character's Section ID. The Section ID is the colored sphere by your character's level on the status screen. Your MAG will also gain a third Photon Blast.

Episode I: Forest 1 & 2 Enemy Info and Strategy

Scientists from *Pioneer 1* first began their research in the areas they named Forest 1 and Forest 2 on Ragol. The Hunter's Guild can offer a wide range of jobs that will help you learn the Forest area and gain experience. Your character should be at least level 5 and well stocked with Monofluids and Monomates before attempting to take on the Dragon at the end of Forest 2 alone.



These transporter locations are for the Main Quest of Episode I. The transporter locations will vary for the numerous side quests (or jobs) you receive from the Hunter's Guild.



- TRANSPORTER TO/FROM PIONEER 2
- TRANSPORTER BETWEEN FOREST 1 AND FOREST 2
- SMALL WARP
- TRANSPORTERS

FOREST 2



You'll begin your adventure in Episode I in an area known as Forest 1 on the planet Ragol. There are several species and types of animals in Forest 1, and they're all aggressive. Some of the animals are very dangerous and difficult to defeat, especially for a young Hunter. Concentrate on one animal at a time to focus your efforts and avoid being surrounded.



As you continue your quest toward the Central Dome in Forest 2, the animals grow tougher and greater in number. Learn the land by accepting jobs at the Hunter's Guild before you venture out alone. While on various jobs in the area, you may encounter other hunters who can offer some much-needed assistance in staying alive and completing your mission.

HILDEBEAR

The huge, lumbering Hildebears were once friendly creatures. What changed them is a mystery. Attack from a distance to avoid their jumping fire attacks and huge reaching arms.

ANIMAL NAME	HP	ALIGNMENT	EXP
HILDEBEAR	180	NATIVE	10

WOLF

The Wolves of Ragol are known to leap out from behind logs and bushes when prey gets near. They circle their enemy, making it difficult to target, so attack from a distance.

ANIMAL NAME	HP	ALIGNMENT	EXP
SAVAGE	50	NATIVE	5
BARBAROUS	75	NATIVE	7

BOOMA

Boomas have evolved into three types, each a little stronger and more dangerous than its predecessor. All Boomas move very slowly and swipe at their enemy with large claws.

ANIMAL NAME	HP	ALIGNMENT	EXP
BOOMA	60	NATIVE	5
GOBOOMA	80	NATIVE	6
GIGOBOOMA	100	NATIVE	7

RAG RAPPY

Rag Rappies are large yellow birds that look akin to penguins. They usually travel in groups but don't hit very hard. When you knock them down, they'll play dead then run away.

ANIMAL NAME	HP	ALIGNMENT	EXP
RAG RAPPY	30	NATIVE	4

MONEST

You'll hear the humming buzz of a Monest when one is near. Attack the Monest with your strongest attacks and take out the weak Mothmants before they can swarm you.

ANIMAL NAME	HP	ALIGNMENT	EXP
MONEST	300	NATIVE	6
MOTHMANT	10	NATIVE	1

DRAGON

FOREST BOSS NP

The Dragon is located at the end of Forest 2 in an area called Under the Dome. Circle around beneath it, striking at its feet and head. Avoid standing in front of the beast or it'll hit you with its strong fire attack. When the Dragon burrows, run around to avoid being hit—still, it's almost unavoidable. Bring plenty of Monofluids and Monomates!

ANIMAL NAME	HP	ALIGNMENT	EXP	WEAKNESSES
DRAGON	600	NATIVE	350	FEET, HEAD

Tekkers and Merchants: Your One-Stop Resource

The number of weapons, armor, tools and techniques that you can find both in shops and around Ragol is almost countless. Personalize your character by choosing what best suits your play style. Tekkers must identify unidentified items to unlock their secrets. Be wary of Tekkers, though—their opinions can differ.



The shopping area has Arms, Tools and Guards Shops where you can buy an array of weapons, armor and tools. The shops get new items in stock often. You can upgrade many items, so check back frequently. Tekkers, also found in the shopping area, can give you information on any unknown items you find while exploring Ragol. Identify an item to unlock its potential.

WEAPONS & UPGRADES



There are several basic types of weapons: swords, sabers, handguns, rifles, canes and daggers. Every weapon can be upgraded; they display a +2, +3 and so on as their attack power increases. Some weapons are specialized to do more damage to enemies with different alignments. Know your enemy's alignment to choose the most suitable weapon.



Some weapons can inflict specialized damage such as draining HP from, confusing or even paralyzing enemies. The unique weapons are extremely useful but often situation-specific. You can sometimes find special weapons at an Arms Shop, but you'll usually find them while exploring Ragol. Some weapons show up only online.

FRAMES & ARMOR



Frames, armor, shields and barriers are all defensive equipment that you can buy from the Guard Shop or find while adventuring on Ragol. The items often come with different attributes, similar to the weapons. Some protective gear can be equipped by only certain classes, so check every item description carefully before you make your purchase.



Some armor and frames have slots to which you can attach items that add to the specialization of certain attributes, such as higher accuracy and higher attack power. Look at the description for armor or a frame to view how many slots it has. Sometimes armor or frames with slots are more valuable than ones with high defense power.

Online Gaming around the World

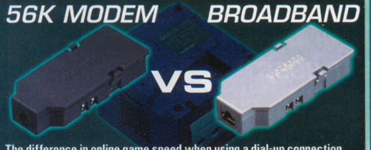
One of the unique features of Phantasy Star Online Episode I & II is the option to play with people from around the world via the Internet. Through a set of hundreds of preprogrammed chat phrases and expressions, players can communicate despite their language barriers. PSO Episode I & II automatically translates the set commands into English, German, Spanish, French and Japanese. Players of all levels and play styles can enjoy the fun together, too. There is no pressure to be the same level as another player—anyone can join group. You can play PSO Episode I & II offline with up to three friends in a split-screen mode, but there are special events, items and quests you can get online only that add to the diverse fun both online and offline.

GET CONNECTED WITH PSO

When you first get Phantasy Star Online Episode I & II, you will need to register the game key with sega.com. You can get connection help on the website. After you register your game, it saves the info to your Memory Card.

INTERNET SERVICE PROVIDER REQUIRED

You can play PSO Episode I & II with most ISPs. Check www.nintendo.com/online for info about setup, troubleshooting and ISP/adapter compatibility. The game carries an online service fee of $8.95 per month, which includes a Hunter's license and access to online-exclusive content.



The difference in online game speed when using a dial-up connection and the Modem Adapter vs. using DSL or cable with the Broadband Adapter is negligible because of the GCN's processing speed.

DOWNLOAD NEW QUESTS



Head to the Hunter's Guild, where you can download new quests to challenge your character even further. You'll receive a good amount of Mesa for completing the beginner's quests that the Hunter's Guild gives you. Future quests, available online, may have special items or unlock a secret Nights minigame that you can download onto your GBA.

THE WORLD OF PSO AWAITS YOU

PSO for the Dreamcast attracted thousands of players around the world in only a few short years. People forged friendships from across the world through the shared adventures of PSO. With its release on the Nintendo GameCube, a new generation of players has the opportunity to experience the phenomenal game. Sega has big plans to do some amazing things online—don't miss out!

RAPID-FIRE PREVIEWS

GET READY FOR SOME RAPID-FIRE PREVIEWS, AS NINTENDO POWER GIVES YOU A QUICK PEAK AT SEVEN UPCOMING ROCK-'EM, SOCK-'EM TITLES—ALL HEADING TO THE NINTENDO GAMECUBE!



DIE HARD: VENDETTA | MORTAL KOMBAT: DEADLY ALLIANCE | BLOOD OMEN 2

THE SUM OF ALL FEARS

LEAD ELITE SPECIAL FORCES IN A FIGHT AGAINST TERRORISM

PUBLISHER
UBI SOFT
RELEASE DATE
NOVEMBER 2002

Based on the blockbuster summer movie of the same title, The Sum of All Fears is coming to the Nintendo GameCube. The title borrows heavily from other Tom Clancy-inspired titles, including Rainbow Six for the N64 and Rogue Spear for the GBA. You lead an elite special forces squad dedicated to stopping evil wherever it may strike. With a plethora of high-tech tools and powerful weaponry at your fingertips, it will be up to you to lead the team into a number of different scenarios: search and rescue, search and destroy and reconnaissance. Along the way, you'll have to subdue numerous bad eggs and save any hostages they might have taken along the way. The Sum of all Fears contains 11 unique missions that will take you to all corners of the globe and over 15 different weapons. Strategy fans and high-intensity combat gurus alike should get a kick out of the game, which also sports a well-made and deep training mode so you can learn the ropes before charging forth to save the day.







Some of the cool gadgets you'll use include Night Vision Goggles, Heartbeat Sensors, Flashbang Grenades and Bomb Disarmament Kits. There is also a wide variety of both small arms and heavy weaponry.

MEDAL OF HONOR: FRONTLINE

IT'S WORLD WAR II LIKE YOU'VE NEVER SEEN IT BEFORE

PUBLISHER
ELECTRONIC ARTS
RELEASE DATE
NOVEMBER 2002

GET ON THE READY LINE, SOLDIER!

The Medal of Honor series is one of the most talked-about, respected collections of first-person shooters on the market, and now Electronic Arts sets a new standard in gaming excellence with Medal of Honor: Frontline. As an Allied soldier in the latter days of World War II, you must survive the horrific D-Day assault on Omaha Beach and work your way deep behind German lines. Can Lt. Jimmy Patterson save the day and lead the Allies to victory? Only you can decide!



ON THE BEACH

MOH: Frontline contains perhaps the most gripping and enthralling first level of any video game in recent memory. As soon as you begin a new file, you'll find yourself inside an Allied landing craft on your way to Omaha Beach. The infamous storming of Normandy is re-created in epic fashion. You'll have to race up and down the beach searching for injured comrades, tracking down ammunition and reuniting your scattered troops. The entire time, enemy bullets are ricocheting left and right, mortar fire is raining down and chaos is reigning supreme. You'll see soldiers flying through the air after explosions and hear the whistle of nearby gunfire. It's a stunning example of quality game design.






After you advance up the beach, you'll have to eliminate German officers and mark the bunkers so your air support can swoop down and finish them off. Every mission in Medal of Honor: Frontline contains multiple objectives, and it's up to you to complete them all.

HISTORY REVISITED

Electronic Arts spent years developing MOH: Frontline, and the game's historical accuracy is something to behold. The development team spent months researching the war, and even consulted with Smithsonian National Museum experts and the United States Congressional Medal of Honor Society to ensure an immersive, realistic experience—which you can sense in everything from architecture to vehicles to uniforms. You'll use more than 20 authentic World War II era weapons, including the Colt .45, Springfield Sniper Rifle and Panzerschreck Rocket Launcher. In addition, you'll fight through some of the most memorable missions of WW II, such as Operation Market Garden.





If you see a plane in the game, you can be sure it's based on an actual fighter from the 1940s. The same rule applies to uniforms, machinery, submarines and anything else you may encounter.

A BREAK IN THE ACTION

Though Medal of Honor: Frontline is a first-person shooter, not every mission involves blasting the Axis forces. You'll need to use stealth and trickery in a number of situations—including sneaking into a submarine dry dock and infiltrating a tavern filled with Nazi troops. The stealth missions fit nicely into the overall plot, which centers around the continuing advancement of Lt. Patterson. With nearly 20 lengthy missions, three difficulty settings and tons of unlockable features, MOH: Frontline is sure to be one of the biggest games to hit the Nintendo GameCube this winter.



DIE HARD: VENDETTA

NOW YOU HAVE A MACHINE GUN. HO HO HO.

PUBLISHER
SIERRA ENTERTAINMENT & FOX INTERACTIVE

RELEASE DATE
NOVEMBER 2002

Another violent first-person shooter headed for the GCN is Die Hard: Vendetta. Based on the popular movie trilogy starring Bruce Willis, the new game puts you in John McClane's shoes as he tries to thwart a terrorist's revenge plot. Die Hard: Vendetta borrows a number of ideas from the films, including popular characters and the trademark McClane witticisms. (At one point, McClane shoots an antique vase inside an art museum and quips, "I hope that was a copy!") There's plenty of swearing as well. The title also injects a number of original ideas into the FPS genre. If you do well, you can use a power-up called "Hero Mode" that slows time while Beethoven's Ninth Symphony blasts in the background. There is also a slow-motion effect, in which the camera will track a bullet as it flies through the air. Finally, if you need to diffuse a tense situation, John McClane can sneak up behind an enemy, take him or her hostage and arrest other baddies in the room. Die Hard: Vendetta is an exclusive GCN title.





You'll meet up with all kinds of unsavory characters in Die Hard: Vendetta. Some of the actors from the films even contribute their voices to the cinema scenes.

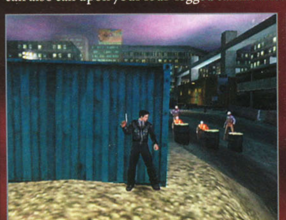
DEAD TO RIGHTS

TAKE OUT THE TRASH IN A NEW ACTION THRILLER FROM NAMCO

PUBLISHER
NAMCO

RELEASE DATE
WINTER 2002

You are Jack Slate, a K-9 policeman who walks the mean streets in Namco's latest GCN title, Dead to Rights. As Jack, you are on a quest to avenge your father's death, and woe to the bad element that happens to get in your way. Jack will have to run, crawl, dive and blast his way across a wide variety of areas and he also has the ability to slow down time and perform superhuman acts. But once your Adrenaline Meter runs low, you'll return to real time. You can also call upon your four-legged canine friend, Shadow. The loyal puppy won't seem so cute when he's diving into the line of fire and grabbing a thug in his powerful jaws. Dead to Rights is a third-person action title with some humorous minigames thrown into the mix. Once you successfully complete a minigame, it will be unlocked in the main menu so you can revisit the glory days any time you wish. If you like your good guys hard-boiled, your bad guys harder-boiled and a whole lot of action, Dead to Rights is sure to fit the bill.





Some of Jack's flashier moves include hugging walls and using evildoers as human shields. You'll also have to master both armed and unarmed combat if you hope to find the lowlife who eliminated your father. The violence is graphic and nonstop.

MORTAL KOMBAT: DEADLY ALLIANCE

THE NEWEST MORTAL KOMBAT PUTS THE DEAD IN DEADLY

PUBLISHER
MIDWAY

RELEASE DATE
NOVEMBER 2002

FIGHT!

Mortal Kombat: Deadly Alliance is the latest entry in the extremely popular fighting series from Midway. The game takes place in the near future, as a pair of evil warriors are threatening to use the Mortal Kombat Tournament to gain ultimate power and destroy humankind. Only a brave band of heroes, led by the thunder god, Raiden, can stop the madness and send the invaders back to Outworld. But they will be without a powerful warrior, because Shao Kahn's insidious magic has destroyed the once-mighty Liu Kang. (This should come as good news to MK fans who are tired of hearing Liu scream "hiiii-yaaaa!")



FLAWLESS VICTORY

Mortal Kombat: Deadly Alliance is easily the biggest MK game ever. There are more than 20 warriors to choose from, some of whom are unlocked at the beginning of the game, and some of whom you must earn through stellar game play. And although Liu Kang is no more, plenty of other Mortal Kombat favorites make appearances. Scorpion, Johnny Cage, Sonya, Sub-Zero and Kano are just a few of the familiar faces you'll see in the newest Mortal Kombat tournament. And with the power of the GCN on their side, the characters have never looked better. There are also some new fighters to discover and master, including such ominous names as Frost, Moloch and Kenshi.







The kombat arenas are incredibly detailed, and there are more than 15 for you to experience. The game is also a full 3-D fighter, which means you'll be able to circle the ring instead of just walking back and forth as you did in previous MK titles. Graphically, the game gushes blood and gore.

FLAWLESS VICTORY

The fighting engine is greatly improved in Mortal Kombat: Deadly Alliance. Each character has three distinct fighting styles, with anywhere from 10 to almost 30 moves in each style. Every kombatant also wields a powerful weapon. You'll have to master knives, swords, staffs, sais and more if you want to unleash the most dangerous attacks. Multihit combos are also a reality—you can attack an opponent and then juggle him or her through the air by pressing the right buttons at the right time. The infamous Fatality system, which gives every character a signature finishing move, also makes an appearance.







You can switch between fighting styles by pressing the R Button. It allows for flawless transitions from one style to the next, and lets you mix and match your attacks for devastating combo possibilities.

MODE-AL KOMBAT

There are four game play modes in the new fighter: Arcade, Versus, Practice and Konquest. Arcade places you in the shoes of a single fighter working his or her way up the tourney rankings, while Versus is great for multiplayer mayhem. Konquest Mode is a series of fights, minigames and other challenges in which you can earn points that unlock hidden costumes, concept art, making-of shorts, music videos and more. There's a whole lot of action in the new fighter, and even more to see and do. Keep an eye out for a new Mortal Kombat title on the GBA—it should also hit stores in November.



▶ HUNTER: THE RECKONING

IT'S AN OLD-FASHIONED UNDEAD HUNT, I RECKON!

PUBLISHER
INTERPLAY

RELEASE DATE
NOVEMBER 2002

Following in the footsteps of such shoot-'em-ups as Gauntlet: Dark Legacy and Smash TV, Hunter: The Reckoning is as straightforward a game as you're likely to see. The game is based on the White Wolf role-playing series and features four characters with unique abilities. Deuce is a former con and biker, Kassandra is a blue-haired raver girl, Samantha is a hard-as-nails ex-cop and Father Cortex is a prison chaplain. Each character is armed to the teeth with a wide array of weaponry such as crossbows, pistols, shotguns, knives, machine guns and swords. As you move through forgotten streets and haunted graveyards, you'll have to fight off wave after wave of undead monsters. It's a slaughterhouse—not for the squeamish. The game offers plenty for the solo player to accomplish, but Multiplayer Mode is where Hunter: The Reckoning really shines. Up to four players can take a character and charge into battle. All the action takes place on one screen and adds an extra strategy element—characters must learn to share weapons and power-ups.







You can interact with your environment in a number of ways. If zombies are chasing you, for example, you can hop on top of a car and shoot them from the high ground. Or you can just shoot the car and turn it into a giant bomb. It's up to you.

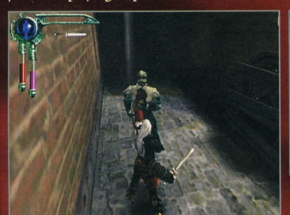
▶ BLOOD OMEN 2

I HAVE EVER SO MUCH MONEY, I'M BEAUTIFUL AND I FLY. I'M A VAMPIRE.

PUBLISHER
EIDOS INTERACTIVE

RELEASE DATE
NOVEMBER 2002

The Legacy of Kain gets a new chapter with Eidos Interactive's latest offering, Blood Omen 2. In the game, you take on the role of Kain—an immortal vampire who once ruled the land of Nosgoth. Stripped of your powers by a human uprising, you must regain your mighty vampiric form by collecting a wide array of abilities and consuming the blood of innocent peasants. As you move through the game, you'll learn to control the minds of others, leap across massive chasms like you were playing hopscotch, turn invisible, move objects from a distance and more. And, as befits a vampire, you'll be called upon to fight hordes of creatures. The title also boasts an epic story line, brought to life through dozens of cinema sequences and some of the finest voice acting yet heard on the Nintendo GameCube. Part fighting game, part adventure and part puzzler, Blood Omen 2 blends genres with an effortless grace that you must see to believe. (Don't forget to take a long look at the amazing gothic architecture when you visit Nosgoth.)







Ah, the vampire life. You fly around, sleep all day and use mind tricks to make people do your bidding. Of course, you have to fight off thousands of people bent on your destruction, but it beats working for a living.


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A. How old are you?
1. Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B. Sex
1. Male 2. Female

C. What was your favorite strategy review this month?
1. Metroid Fusion
2. Metroid Prime
3. The Legend of Zelda: A Link to the Past/Four Swords
4. CI: Special Report: Resident Evil Zero
5. *Star Wars*: The Clone Wars
6. Robotech: BattleCry
7. Tony Hawk's Pro Skater 4
8. Phantasy Star Online Episode I & II
9. Kirby: Nightmare in Dream Land

D. What was your favorite regular monthly column in this issue?
1. Player's Pulse 2. Game Watch 3. Power On
4. Classified Information 5. Epic Center 6. Now Playing
7. Arena 8. Pokécenter 9. Title Wave
10. Animal Crossing Guardian 11. FUNdamentals 12. Nintendo Online

E. How many games do you think will be available for Nintendo GameCube by the end of the year?
1. Less than 50 2. Between 50 and 100
3. Between 100 and 150 4. More than 150

F. What is the most important factor to consider when buying a video game console?
1. Number of games available 2. Quality of exclusive games
3. Cost of the system 4. Internet options
5. DVD compatibility 6. Name brand
7. Cool accessories 8. Friend's recommendation

G. Which of the following influences you most when you make a decision to buy a game?
1. Magazine reviews 2. TV advertisements
3. Print advertisements 4. Word of mouth
5. Rental trial 6. Familiar game characters or franchises
7. Genre of the game 8. Friend's recommendation

H. Have you used Project FUN?
1. Yes 2. No

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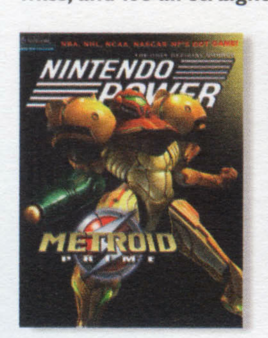
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Kirby™ Nightmare in Dream Land

EVERYONE E — Comic Mischief — CONTENT RATED BY ESRB

Kirby, the Star Warrior of Dream Land, embarks on his first grand adventure for the Game Boy Advance.

Quest for the Star Rod

The citizens of Dream Land have lost their ability to dream, and the meddling King Dedede seems to be at the bottom of it. King Dedede has snatched up the Star Rod, which powers the Fountain of Dreams, and dispersed pieces of it across Dream Land. Kirby sets out on an adventure to recover the Star Rod and unveil King Dedede's shady intentions.





Level 1 Vegetable Valley

The first leg of Kirby's quest finds him exploring the grassy knolls and thick forests of Vegetable Valley. King Dedede has sent out monsters to thwart Kirby's progress, but the headstrong Star Warrior won't be stopped so easily.

Monster Moves



Kirby can inhale some of the foes he encounters to gain their abilities. Press B to inhale the Waddle Doo, then press Down to transform.

Warp Stars



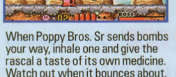
Star Warriors use helpful Warp Stars to travel. Kirby can hop on a Warp Star for a quick ride through the skies to another area.

Miniboss: Poppy Bros. Sr



When Poppy Bros. Sr sends bombs your way, inhale one and give the rascal a taste of its own medicine. Watch out when it bounces about.

Sweet Rewards



One of Kirby's favorite treats, Candy, powers him up with a temporary boost of invincibility. Grab the Candy and rush the enemies.

Boss: Whispy Woods



Rush Whispy Woods with a special attack when the battle begins. If you have no special attacks, or if you lose yours, inhale the apples that fall from above and project them at Whispy Woods. Avoid the unruly tree's spore attack and falling apples for a knockout win.

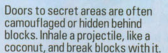
Level 2 Ice Cream Island

With the Vegetable Valley behind him, Kirby bravely advances onward to Dream Land's tropical hot spot—Ice Cream Island. The Star Warrior will need to be on his toes to conquer the new enemies and challenges that await.

Hidden Doors & Coconuts



Doors to secret areas are often camouflaged or hidden behind blocks. Inhale a projectile, like a coconut, and break blocks with it.



Miniboss: Wheeler

Jump to avoid Wheeler as it races about. When Wheeler bounces its smaller buddies your way, inhale them and send them rolling back.

Kirby the Racer



Inhale an oncoming wheel enemy and turn into Wheel Kirby. Press B to spin and speed along the sand dunes and roll over all your foes.

Blastin' through Blocks



Kirby can break through some blocks by triggering a chain reaction blast with his breath. Look for a red block with a bomb on it.

Special Ability Strategy



You'll need every special ability to complete 100% of the game. Here, become Laser Kirby and aim high.

Boss: Paint Roller

Paint Roller skates among four easels and scribbles pictures. Avoid the speedy skater and inhale its drawings when they come to life. Toss Paint Roller's sketches back or get special abilities from them.

Level 3 Butter Building

Looming before Kirby is the Butter Building. Hordes of King Dedede's monster underlings are lurking within the shadows of the building. Creaks and faint echoes fill the walls as Kirby bravely steps inside to explore.

Miniboss: Bugzzy



Bugzzy is a hot-tempered insect with razor-sharp mandibles. Avoid Bugzzy's attacks and project the ladybug enemies back at it.

Boomerang Blades



Cutter Kirby can easily beat foes, like Blade Knights, with his spinning blade. The special ability is also handy for breaking blocks.

Let There Be Light!



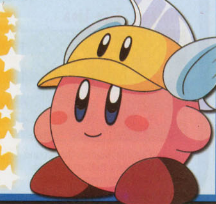


Without some form of light, platforms, blocks and secrets are hard to see in pitch dark places. Look for a glowing ghost that will float lazily by. Inhale the ghost to become Light Kirby, then press B to illuminate the whole area.

Boss: Mr. Bright & Mr. Shine



Kirby's battle wages on into the night—and day. Mr. Bright & Mr. Shine attack individually, each with his own special moves. Use a special attack, like Laser Kirby, or inhale the stars and knock their lights out.



Level 4 Grape Garden

Grape Garden, the botanical beauty of Dream Land, has also fallen prey to King Dedede's scheming. The sculpted hedges, crumbling buildings and clear ponds hide enemies and secrets for Kirby to discover.

Kirby the U.F.O.



The starry space of Grape Garden is full of Mr. UFOs. Inhale a Mr. UFO to become U.F.O. Kirby and blast through the rows blocks.

Cannonball Blast



Inhale a fire-breathing foe to become Fire Kirby. Blow fire on the fuse, then quickly jump into the cannon for an explosive ride.

Miniboss: Ellefant



Use a special attack like Sword Kirby or inhale stars for ammo. Avoid Ellefant's trunk.

Pound the Post



Stone Kirby is very heavy and able to pound large posts down to reach secrets, such as 1-Ups.

Boss: Kracko



Inhale one of the caped enemies to become Hi-Jump Kirby. Press B to leap high into the air as Kracko chases you into the clouds.





When Kracko reaches the top of the clouds, aim a Hi-Jump to strike its eye. If you lose your special attack, inhale another caped enemy.

Level 5 Yogurt Yard

Along his quest, Kirby has seen many new monsters and learned an array of special abilities. The journey is far from over, but Kirby can feel the Star Rod getting closer as he searches through each area of Yogurt Yard.

Miniboss: Bonkers



Avoid being flattened by Bonker's huge hammer and dash attacks. Inhale the coconuts he throws and project them at him.

Explore Every Nook



Special power-up items and 1-Ups are often out of sight or hidden by blocks. Float and search everywhere with Kirby to find them all.

Blazing Burning Kirby



When Kirby transforms into Burning Kirby, he can move like a comet. With a burst of speed, Burning Kirby can bypass spikes.

Behind the Waterfall



What looks to be a simple waterfall cave is actually a camouflaged door. Hover over the doorway and enter it to find a secret area.

Miniboss: Fire Lion



When Fire Lion pounds the ground, inhale the stars that appear and strike the feline foe with them.

Boss: Heavy Mole

Follow closely behind Heavy Mole as it burrows through the ground. When it opens its rear hatch and releases a missile, inhale it and return fire. Watch out for the spinning blades—they have quite a reach.

Level 6 Orange Ocean

The vast ocean of Dream Land is tinted by the soft golden glow of the setting sun. Complete with swaying coconut trees, a pirate ship and pearly beaches, Orange Ocean is the gateway to Rainbow Resort—home to the Star Rod.

Burn on Through



Some enemies are difficult for Kirby to float past safely. Instead, transform into Burning Kirby and pass by the enemies untouched.

Secret Cargo



After you defeat the Bonkers again, climb up the ladder and break through the silver block as Burning Kirby. Enter the cargo bay of the ship to find a health-replenishing Peppy Tonic. Tackle Sir Kibble with a Kirby style fireball, or inhale him, then take a Peppy Tonic break.

Timely Explosions



Blocks can be difficult to break if Kirby can't get the right angle on them. Beam Kirby can reach through walls to blast the blocks.

Raining Coconuts





Coconuts falling from the sky are a real headache. Become Parasol Kirby, to make them bounce off.

Boss: Meta Knight

Kirby faces off with the mysterious Meta Knight. Grab the sword at the beginning of the duel to become Sword Kirby. Avoid Meta Knight's powerful sword when he swings, then strike when he's vulnerable.

Level 7 Rainbow Resort

The Fountain of Dreams, where all the hopes and dreams of Dream Land are collected, resides in Rainbow Resort. The Star Rod once sat safely atop the Fountain of Dreams, powering its magical waters—until King Dedede intervened.

Ricochet Lasers



Laser beams can bounce off nearly any surface. As Laser Kirby, he can zap out-of-reach enemies with a well-planned shot.

Electrifying Experience



Spark Kirby can create a ball of electrical energy around himself that wards off any advancing foes. He can also break nearby blocks.

Miniboss: Mr. Tick-Tock





Float above Mr. Tick-Tock, then drop down for a quick attack when it spouts out music notes. Inhale the notes for ammo.

Watch out Below!



Kirby needs to trigger a massive detonation to reach the Maxim Tomato. The blast releases cannons, too, so step lively.

Boss: King Dedede







King Dedede has a number of attacks that Kirby must avoid. Wait for the overstuffed king to jump and stomp down. Inhale one of the stars, hit him with it, then quickly move out of the way.

Level 8 The Fountain of Dreams

Poor King Dedede. His intentions were good, but stealing the Star Rod was not the answer. An even more frightful foe is behind the problems in Dream Land. You'll encounter the true enemy who is responsible for tainting the Fountain of Dreams, after you defeat King Dedede. Only a Star Warrior could face such a foe.





Sub-Games

You can play the Sub-Games alone or with up to three of your friends by using a Game Boy Advance Link cable. Quick Draw, Bomb Rally and Kirby's Air Grind have both Single- and Multi-Pak options. To play Boss Endurance, each player must have a copy of Kirby: Nightmare in Dream Land and have the Sub-Game unlocked.

Quick Draw





Test your reflexes against your friends or against various Kirby celebrities such as King Dedede and Chef Kawasaki. Wait for the exclamation point to appear, then quickly press A. There are three difficulty settings available for all skill levels. Only the fastest draw in Dream Land will prevail.

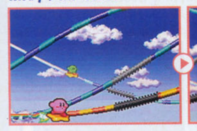
Bomb Rally

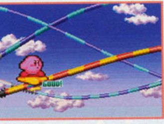




Swing your paddle to pass a bomb around a circle of four Kirbys. Press A to swing—it's like hot potato with a bomb. The game speed is turned up for each of the three difficulty levels. When an opponent is out, he or she turns into Ball Kirby. The last Kirby standing wins!

Kirby's Air Grind





Hop on your starboard and race to the finish with three opponents. Grind the colorful rails for speed. Kirby can't grind the black rails and will slow down if he tries. When you see a black rail coming up, quickly let go of A, then press it again once you've passed. There are three difficulty settings.

Unlock Boss Endurance



You unlock Boss Endurance, the last Sub-Game, after you have completed the one-player Adventure Mode. Try to defeat eight bosses—flawlessly don't let them beat you! Try alone, or bring along your friends.

The Star Warrior Rests



With the Star Rod safely returned to the Fountain of Dreams, the citizens of Dream Land can sleep peacefully once more. Kirby heads home to take a long-deserved nap, dreaming wonderful dreams of his adventure. King Dedede and Meta Knight are still lurking about, but for the time being, they too are taking a break. Link up with your friends to experience exciting Kirby teamwork with a Game Boy Advance Link cable and copies ofthe game.


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THE LEGEND OF ZELDA

Many players will remember Link's classic adventure as one of the best. It is only getting better now that you can play it on the Game Boy Advance. Newcomers to the game will find magic and mystery. This month we lead you through the Light World with the tips you need to survive.

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EVERYONE E CONTENT RATED BY ESRB Mild Violence

THE LIGHT WORLD MAP

The first part of your adventure takes you through the Light World. Use the map below to aid you in your quest. In the beginning you can enter only a few of the areas shown, but as you learn new skills, new areas open. Use the fairy fountains to keep your health up and to refill your bottles with fairies.

Lost Woods
Death Mountain
Zora's Waterfall
Sanctuary
Cemetery
Magic Shop
Kakariko Village
Hyrule Castle
East Palace
Link's House
Great Swamp
Desert of Mystery
Lake Hylia

LIGHT WORLD MAP KEY

- A Entrance to Hyrule Castle
- B Entrance to East Palace
- C Sahasrahla's Hideout
- D East Palace
- E Kakariko House of Books
- F Path to Desert of Mystery
- G Desert Palace
- H Desert Cave
- I Lake Hylia Cave
- J Entrance to Death Mountain
- K Tower of Hera
- L Master Sword Location
- Fairy Fountain Location

Hyrule Castle

HEADING TO HYRULE CASTLE

A strange message awakens Link in the middle of a stormy night. Someone needs help and Link's uncle is the guy to provide it. Wait, Link's uncle has been gone a long time! It's up to Link to be the hero he was destined to become.

RESCUE PRINCESS ZELDA IN THE DUNGEON

LEAVING HOME

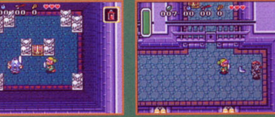
Open the chest and grab the family lantern before heading out into the storm. You can light torches, burn bushes and attack enemies with its deadly fire. Don't waste all your magic burning bushes!

SECRET PASSAGE



The guards are not going to let you into the castle, so you'll need to find another way inside. Look outside the castle along the right wall. Burn or pull out the center bush to find the secret passage.

THE BOOMERANG



Once you've found your way into the castle basement, you'll find the boomerang. You can stun your enemies from afar with the great weapon. Enemies that can't move can't hurt you.

TO THE DUNGEONS

Zelda is guarded by the Ball and Chain Trooper. Use your new boomerang to stun him before you hit him with your sword. Move quickly—he won't stay stunned for long.



SECRET PASSAGE ESCAPE

When you lead Zelda to the main room of the first floor, she will show you a secret passage behind the throne. The secret escape out of the castle is dark and dangerous. Use your lantern to light the torches along the way. It's easier to fight in the light.

Kakariko Village

VISIT KAKARIKO VILLAGE

Your quest for the town elder, Sahasrahla, will lead you to Kakariko Village. There are several important items to find in the village, including a Piece of Heart! We're giving you a few great tips, but there are many secrets left for you to find.

BUG-CATCHING NET



The sick bug-catching kid is kind enough to loan you his net. If you have a bottle, use the net to capture fairies at the shrines. A fairy will heal you when you run out of hearts. You don't have a bottle? Look in back of the inn.



HIDDEN TREASURES

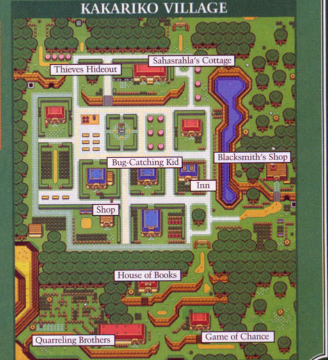


Having trouble finding the Rupees to buy a bottle from the snake charmer? Jump down the well in the northeast corner of the village. You'll find Rupees and bombs. Use the bombs to bust cracked walls in town.

SAHASRAHLA'S COTTAGE

Visit Sahasrahla's cottage while you are in the village. He has been missing since Agahnim began collecting victims. You'll learn important clues about the Master Sword, but you'll need to keep asking around the village to find the elder.

KAKARIKO VILLAGE



The East Palace

THE FIRST PENDANT & BOW

Sahasrahla is hiding outside of the East Palace. He is willing to help you in your quest to find the Master Sword, but only after you've proven yourself strong enough to handle the mission. Locate the Pendant of Courage in the Eastern Palace and bring it to Sahasrahla—only then will he reveal your next task. Beware; the dark recesses of the East Palace hold many dangers for an unwary traveler.

FLOOR 1

A 1 The Bow 3 2 BOSS START



1 FIND A SMALL KEY



Did that statue just move? On the way to the small key you'll find some pretty big enemies. Use the jars to put them in their place. Once the cyclops' eye is all the way open, let the jar fly!

2 GET THE BIG KEY



A switch beneath the jar in the center of the room makes the chest with the Big Key appear. You must defeat all the enemies in the room before the pink skulls will let you near the switch.

3 GET THE BOW

Equip the boomerang before you open the giant chest. As soon as you grab the bow, skeletons will drop on top of you. Use your boomerang to stun them and the sword to fight them off.

ARMOS KNIGHTS



The bow is the weapon of choice against the Armos Knights. Stand in the lower-left corner and carefully aim at each knight. When one remains, he will chase you around the room. Hold your ground and fire away!

Desert of Mystery

THE SECOND PENDANT

With the Pendant of Courage in hand, visit Sahasrahla outside the East Palace. He will give you the Pegasus Shoes to aid you in your quest. The fleet-footed Link can knock the book off the shelf in the House of Books back in the village. You will need the book to decipher the strange writing on the stones in the Desert of Mystery. Find the platform in the desert and use the book to open the door to the Desert Palace.

FLOOR 1

Power Glove

START

FLOOR 3

BOSS

FLOOR 2

1 GET A SMALL KEY



Hey, the key is out of reach! Stay out of the laser eye's view and work your way to the top-left corner of the room. Knock the key down with a quick dash attack at the base of the torch.

2 DUNGEON MAP

Grab the dungeon map while you are in the north end of the dungeon. Avoid the cyclops, then trigger the switch beneath the jar. The chest containing the map will appear between the unlit torches.

3 DEFEAT ENEMIES



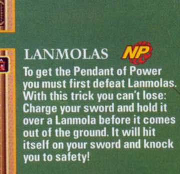
When you spot a chest on the dungeon map, but there isn't a chest in the room, try defeating all the enemies in the room.

4 FAIRY FOUNTAIN



You can find a fairy fountain on the west side of the palace. It's a great chance to capture a few fairies and bottle them up. You are going to need them when you face the boss of the Desert Palace.

LANMOLAS



To get the Pendant of Power you must first defeat Lanmolas. With this trick you can't lose: Charge your sword and hold it over a Lanmola before it comes out of the ground. It will hit itself on your sword and knock you to safety!

Death Mountain

THE THIRD PENDANT

The added strength of the Power Glove will let you lift the stones that are blocking the entrance to Death Mountain. Enter the caves and find the old man who has lost his way. You will need to use his Magic Mirror to find the Tower of Hera. Once you have climbed to the top of the mountain, you will be warped to the Dark World. Find the troll and the pink blob, then use the mirror to find the tower in the Light World.



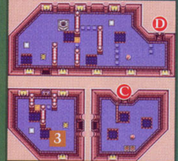


FLOOR 1

FLOOR 2

START

FLOOR 3



FLOOR 4



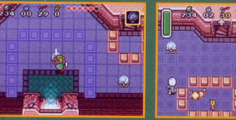
Moon Stone

FLOOR 5

FLOOR 6

BOSS

1 CRYSTAL SWITCH



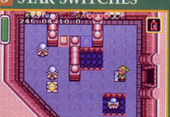
Throughout the tower on Death Mountain, posts will block your path. Hit the crystal switches with your sword to change the positions of the posts. Use the bow to hit a switch from afar.

2 GET A SMALL KEY



The Mini-Moldorm guarding the key can drain your life fast. Instead of hitting the crystal switch and releasing the monster, use your boomerang to snatch the key and make a clean getaway.

3 STAR SWITCHES





Star switches change the locations of the holes in the floor. Use the switches to knock the floor out from under your enemies, but take care that you don't do it to yourself as well.

4 THINKING AHEAD

The star switches are blocking your way to the large chest on the fourth floor. Every time you walk toward the chest, a gap appears in the floor. The trick is to drop from the floor above.

5 FIRE SWITCH





Avoid the fire chain and hit the star switch to open a small hole in the center of the room. It will be easier to get around if you get rid of the other enemies before you flip the switch.

6 FALLING DOWN

Line yourself up with the part of the top wall that looks like a door. Walk toward the hole and drop to the floor below, where you'll be able to open the chest and retrieve the Moon Pearl.

MOLDORM

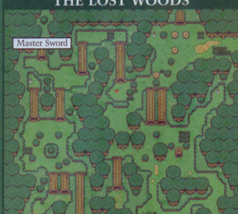
You'll need to hit the weak spot on Moldorm's tail several times with your sword to defeat it. If you get knocked off the platform, the fight will start all over. When Moldorm speeds up, keep your back against the wall and wait for a clean shot.

The Master Sword

THE MASTER SWORD

With the three pendants in your possession, you can claim the Master Sword. Work your way down Death Mountain and locate the sword in the Lost Woods. Once you have the Master Sword, you can drive the forces of evil out of Hyrule.

THE LOST WOODS





PATH TO THE SWORD

You can enter the Lost Woods near the lumberjacks who are sawing trees. Watch out for the thieves hiding in the woods. If they catch you, they can steal your items!



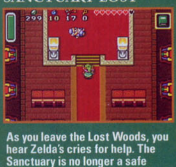
MASTER SWORD

There are many fake swords hidden in the woods. Use the book to read the inscription on the shrine, then pull the real Master Sword from the stone.

HYRULE CASTLE: PATH TO AGAHNIM'S




SANCTUARY LOST



As you leave the Lost Woods, you hear Zelda's cries for help. The Sanctuary is no longer a safe place for her to hide. You arrive to find the Sanctuary in ruins and the sage dying. Zelda is gone!

MANY AMBUSHES

When you return to the castle, the enemies are not as easy to defeat as before. Use your boomerang to stun the guards or the bow to attack them from a distance.

AGAHNIM FIREBALLS

With careful timing, you can use the Master Sword to hit the fireballs that Agahnim shoots at you. You can defelect only the red fireballs, so avoid the blue ones.

AGAHNIM LIGHTNING



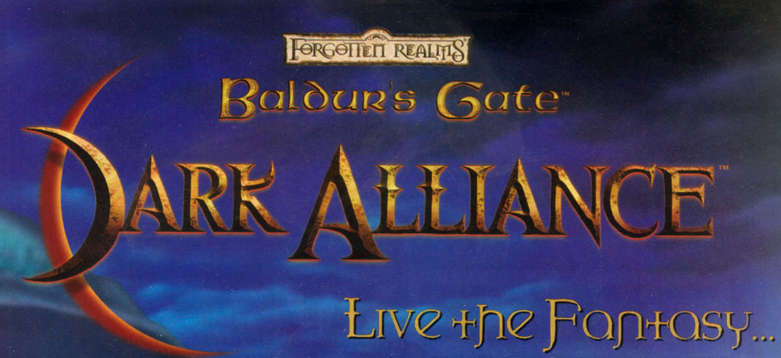
The only defense against Agahnim's lightning attack is to avoid it altogether. If Agahnim moves to the top of the screen, run to the sides of the room until the lightning is gone.

The Adventure Continues



Just when you thought that you'd saved Princess Zelda, you are transported to the Dark World, where evils abound. Don't miss next month's mag! We'll reveal strategies that will help you survive in the Dark World, and give you great strategies for playing the new multiplayer Four Swords game!





Live the Fantasy...

"Baldur's Gate: Dark Alliance looks like an absolute must-have game..."
- GameSpy.com

"Baldur's Gate: Dark Alliance looks like it's going to blow us away."
- XboxSolution



Intense battles

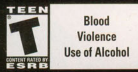


Explosive spell effects



Amazing graphics and gameplay

bgdaxbox.blackisle.com



Blood
Violence
Use of Alcohol

















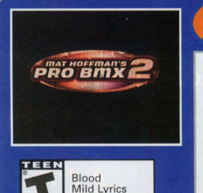
LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE



MAT HOFFMAN'S PRO BMX 2





TEEN — Blood, Mild Lyrics, Violence — CONTENT RATED BY ESRB

Grinding its way into the popular freestyle genre is a revamped rendition of Mat Hoffman's Pro BMX. Activision dumped the frenzied style of the original for a new engine developed by Rainbow Studios. The results are impressive, with physics and controls that will make you feel as if you're biking in your living room. A large cast of pros, a deep sound track and a slew of comical videos make Pro BMX 2 a worthy competitor.



POWER PLAY

Your cross-country road trip is going nowhere unless you wall-ride over red buttons to unlock doors and passageways. Along the way, pick up random items, such as clothing or hidden bikers, and take them along on the journey.




Hit the road in the single-player career challenge or explore the vast landscapes in Free Ride. You can even challenge a friend in an expansive multiplayer mode.



Long grinds can result in massive points. Search for a clear stretch of rails and work your magic. Switch positions or perform extra stunts mid-grind. Extend the trick with a manual at the end of the rail and conclude with a solid landing.



Say cheese! Save your most bodacious midair poses in a snapshot. Search for hidden cameras on each level. The more complex the trick, the more points you'll earn.



No freestyle title is complete without a detailed park editor. Every imaginable stunt piece is available, including a wide variety of slopes, pools and kickers.



SHREK: EXTRA LARGE



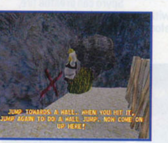
TEEN — Comic Mischief, Mild Violence — CONTENT RATED BY ESRB

The jolly green ogre with the big heart is finally making a splash on Nintendo GameCube, thanks to the efforts of TDK and Digital Illusions. Shrek fans of any age will appreciate the game's visual details—from the wide variety of facial expressions to the textures in Shrek's clothing. Be aware, though, that the game play is geared toward a younger audience, focusing on simple tasks in small environments.



POWER PLAY

One of Shrek's most potent weapons is his flatulence. By pressing the R Button you can release a cloud of toxic fumes that will floor anyone nearby. Combine Shrek's gas with chili breath to create a large explosion.



Shrek isn't about to ask the mirror on the wall, "Who's the fairest of them all?" But he must learn to navigate and battle by listening to the mirror's tips.



Each level's objectives are displayed clearly in the book of fairy tales. Refer to the book when you need a reminder of the current goals.



The second task in the Enchanted Forest is to transport the kids across the water. Knock down the battered tree and walk the kids over to the candy house.



You must often hunt for specific objects, such as Easter eggs. Search for concealed openings, like the entrance behind the forest's waterfall.



SONIC MEGA COLLECTION







EVERYONE — CONTENT RATED BY ESRB

Sega's Sonic-title library has been flawlessly reproduced in Sonic Mega Collection. If you're old school, relive Sonic's glory years. If you're not, experience a slice of gaming history. The world's most famous hedgehog is as addictive as ever.



POWER PLAY

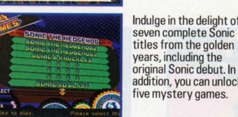
The depth of Sonic history included on the disc is astounding. Enjoy numerous comic book covers, informational movies and illustrations.



Can't remember the rules or objectives to one of the Sonic games? No problem. Every bit of every instruction manual is included, along with the option to zoom in on any page.



In 1996 Sonic ventured into the 3-D realm, creating a new set of challenges for platform gamers while maintaining the frenetic pace of the original series.



Indulge in the delight of seven complete Sonic titles from the golden years, including the original Sonic debut. In addition, you can unlock five mystery games.



Sonic took on one of his most unusual and memorable roles in a game that put a hectic twist on classic pinball. Sonic Spinball is the most addictive game of them all.



Sonic Mega Collection includes the four earliest Sonic games, from Sonic the Hedgehog to Sonic & Knuckles. The games feature the frenzied, side-scrolling insanity that quickly became Sonic's trademark.



The Mean Bean Machine was Sega's response to Tetris, using colored beans instead of geometric shapes. To achieve success, you must overwhelm your opponent with combos.



SPYRO: ENTER THE DRAGONFLY





The most visually stunning offering in this month's Title Wave is Spyro: Enter the Dragonfly. The purple dragon's new owner, Universal Interactive, has teamed with Equinoxe to develop an ambitious platform adventure that is as slick and colorful as previous games in the popular series.



Spyro's horns may not look like much, but they can break through objects and knock down enemies.



Feel the sensation of gliding across gaping valleys by pressing and holding the A Button.



To make it across a lengthy gap, hover with the Y Button just before reaching the ledge.



Spyro can breathe fire, ice, electricity and bubbles. You'll need to learn when to use each trait.



POWER PLAY

Magical portals scattered through the game lead to fast-paced minigames that require Spyro to perform challenging tasks within a time limit.



To acquire the skills to recover the dragonflies, you must appease the Spirit Dragon.



Gather as many gems as you can before leaving each level. The gems will come in handy later.



Take a dip and enjoy the gorgeous water effects. There are also tornadoes, snowstorms and monsoons.

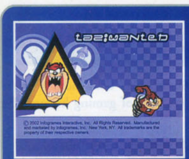


The in-game menu displays the number of gems and dragonflies you've obtained.



TAZ: WANTED







What is it about controlling the spastic Tasmanian Devil that is so enjoyable? Taz: Wanted may be able to answer that question by putting you in command of the slobbering beast in 12 wacky levels. Infogrames and Blitz Games have delivered the most accurate replication of the Warner Bros. characters to date. Using cel-shaded graphics and exaggerated animations, they've managed to re-create the cartoon world.



POWER PLAY

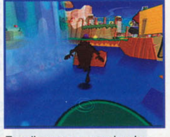
Taz's most potent weapon is his tornadolike spin, which is crucial for uncovering hidden passages. In the first level, you'll need to knock down large boulders to destroy a Wanted sign and reveal the first golden statue.



The contorted levels will have you checking your map early and often. Thankfully, the map clearly displays your objectives and provides helpful hints.



Each time you destroy a Wanted sign, you'll earn cash, which you can use to purchase various items. But don't let a zookeeper catch you, or you'll lose money.



Traveling across water is a dangerous endeavor for Taz. You must run to the edge of the object you're jumping from to land safely on the next platform.

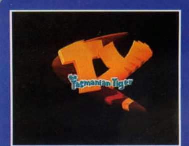


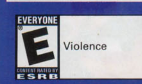
Adding to the game's value are numerous multiplayer contests, including vehicle races, time trials, destruction competitions and secret tournaments.



TY THE TASMANIAN TIGER







Violence

Ty the Tiger is not nearly as wild as Taz, but the game is just as enjoyable as Taz's. Australian developer Krome has teamed with EA to produce a lively platform adventure. Although it isn't as polished as Spyro, Ty will keep young gamers engrossed.



Check the pause screen to read your objectives and see how many Thunder Eggs you have left to recover on each level. You can also view a map of the territory.



Your scope will come in handy when you're trying to hit an unapproachable enemy from a distance. You can also lock the game's camera on an opponent with the R Button.

Thunder Eggs aren't easy to find. Search in unusual places, such as behind waterfalls and on towering cliffs. You must find every egg to advance to the next level.



Gliding through the air is a popular trend in platform games. After recovering the second boomerang, press and hold the A Button to float across large canyons.

The professorral parrot with an overly excited Australian accent will guide you through a training session on the first level. Listen carefully to his advice.



My, what sharp teeth you have! Use those chompers to take down enemies and obstacles by pressing the X Button. Break open all boxes to recover the gems on each level.



POWER PLAY

Beat the clock to receive a Thunder Egg. If you attempt the race a second time and top your own score, you'll earn a pie, which restores your health.



WHIRL TOUR







Mild Lyrics
Violence

If you're an extreme-sports enthusiast who's tired of the current offerings, Whirl Tour may be the game for you. It opens with a group of scooter-riding punks getting sucked into an alien vortex. Strange? Indeed. But for the most part, it plays like a typical stunt title—creepy levels and challenging bosses. A rocking sound track and a fun multiplayer mode make Whirl Tour worth a spin.



POWER PLAY

To uncover one of the discs on the first level, knock over the large statue and enter the newly revealed opening in the castle. Scoot up the halfpipe to recover the disc. Collect all three to unlock extra music.





Story Mode presents a variety of objectives that you must accomplish to unlock new characters, scooters and levels. Arcade Mode pits you against a timer, and Practice Mode allows you to explore any of the unlocked levels freely.



You'll encounter many frightful creatures, such as Frankie, on the first level. Watch out for his thunder stomp. Stay off the ground when you're in his territory.



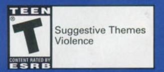
Power-ups are scattered across each level. Retrieve them to gain the ability to perform sick stunts. Search for power-ups in hard-to-reach locations.



The multiplayer mode is truly innovative. Two players can venture into Story Mode as teammates or competitors, and there's a stunt contest for up to 10 players.

X-MEN: NEXT DIMENSION





Suggestive Themes
Violence

Nintendo GameCube owners waiting for a Marvel combat title can finally jump for joy. Activision has revived its popular X-Men fighter of the late '90s, handing the reigns over to developer EXAKT. The result is a solid effort that will delight X-Men fanatics and appease hard-core fighting aficionados. Patrick Stewart lends his voice to an intricate story, and a variety of characters and options are sure to make Next Dimension a hit.

POWER PLAY



Try to contain your excitement, X-Men fans. The game features 24 characters with four unique outfits each and 19 stylized fighting arenas. Most of the costumes and seven of the characters must be unlocked via Story Mode.





The fighting itself is more about button-mashing than executing combos skillfully. On high difficulty settings, the AI is so challenging that you'll be beaten to a pulp if you take the time to attempt a fancy maneuver. Nonetheless, you can experience the thrill of mastering a combo in Practice Mode and use it against your buddies in Versus Mode.



Continually strike your opponent until your power meter is full, then unleash an unstoppable attack. Start with a barrage from the ground, then toss your opponent into the air and deliver a decisive wallop. To become an expert, you must master reversals and counterattacks. Stick with one of the more powerful fighters, such as Wolverine or Cyclops.



The exotic environments are surprisingly interactive. Kick your opponent through a breakable wall or window—and you may uncover a new place to tango.

BATTLEBOTS: BEYOND THE BATTLEBOX







Mild Violence

Anyone who watches Comedy Central knows the quirky show BattleBots. It features remote-controlled machines that look like they've been plucked out of a sixth-grade science fair zooming around a treacherous arena, bashing into one another until a winner is declared. The program has inspired a series of video games, but Beyond the Battlebox is the first offering for the GBA.

POWER PLAY



Link two GBAs together and select the multiplayer option to square off against your buddy. Build the best robot possible and send it into the arena to battle for bragging rights.



Construct your own pet machine in Tournament Mode, using your limited cash to purchase tires, armor, weapons, batteries and motors. The more battles you win, the more money you earn.



Jump into the action in Brawl Mode, where you'll pick from a large selection of predesigned robots in various weight classes. Fight against one to three opponents.



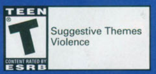
Watch for spikes, saws and hammers throughout the arena. Try to lead enemies into the hazardous obstacles. Don't get trapped in a corner, or you will quickly become mashed metal.



Power-ups can boost armor or battery life, potentially swinging a tight match in your favor. If time runs out, you'll be judged on damage and aggression, so be assertive.



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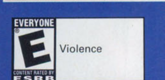


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STAR WARS: THE NEW DROID ARMY

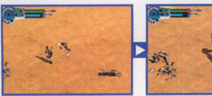

Violence

THQ has turned to developer Helixe to improve upon its growing *Star Wars* library. The New Droid Army marks the second Episode II title for GBA, and it's a significant step above the previous effort. *Star Wars* fans will enjoy the familiar characters, music and sound effects, while traditional gamers will revel in the satisfying mix of platform adventure and RPG.



POWER PLAY

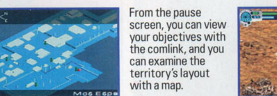
Two crucial meters are located in the top-left corner of the screen. The green bar tracks health, and the blue bar tracks The Force. Each meter will replenish automatically, although losing a significant amount of health will limit your ability to heal.




The game's animations are among its coolest features. Rapidly tap the A Button twice while pressing a direction on the Control Pad to perform a lightsaber stunt. Press Up to swing and flip, Down to perform an overhead swing, Left to perform a 360-degree swing, and Right to perform a roundhouse swing.



When faced with enemy fire, stay at a distance and use the lightsaber to deflect oncoming beams. Press and hold the B Button to block.



From the pause screen, you can view your objectives with the comlink, and you can examine the territory's layout with a map.



Only those with patience and focus can use The Force. Complete a variety of tasks to learn tricks that will be vital to your success.



When equipped with a range of skills, be cautious with how you use them. Don't resort to The Force unless there's no alternative.





VIRTUA TENNIS



Sega's highly acclaimed tennis series is ready to make a big splash on the GBA. With 12 pros, eight minigames and a create-a-player feature, Virtua Tennis serves up an ace.



Exhibitions, tournaments, a world tour, minigames—talk about lasting appeal. You won't be putting Virtua Tennis on the shelf anytime soon. You can even link GBAs and team up with a friend.




When your prospects are ready for the big-time, search the globe for the appropriate tournament. With over 35 competitions, Virtua Tennis will keep you busy. After winning a tourney, you can purchase new equipment.




Create your own pair of budding tennis stars (one male, one female) and put them to the test against the world's best. Before registering for any tournaments, you'll have to put them through some rigorous training.



Be aware of the type of surface you're playing on. The ball will move faster on hard courts, so you'll need to play more conservatively and not get stuck in one section of the court.



POWER PLAY

Max out your power meter to deliver a blazing serve. Aim for the far corner, forcing your opponent to lunge for the ball. After the return, smash the ball toward the opposite side of the court.



The wacky minigames will have your players doing everything from building hamburgers to battling a tank. Complete each game to earn skill points that you can apply to your rookies.

Try to catch your opponent leaning in one direction. Return the ball to the same half of the court several times, then smash a hard shot toward the opposite corner for an easy point.



METROID PRIME

Get primed for big adventure from the visor view of Samus Aran.

Bounty hunter Samus Aran blasts off for her biggest adventure yet in the long-awaited first-person-perspective thriller, Metroid Prime. The collaboration between Nintendo and newcomer Retro Studios has produced a game that will send shivers up the spines of sci-fi fans. As you navigate six huge environments, you'll use in excess of 20 Power Suit attachments to battle alien creatures and find hidden items and secret passages. In addition to Metroid specialties, such as the Grapple Beam and Morph Ball, you'll use four new visors to help you uncover clues and creatures. The Scan Visor extracts information about important objects, while the Thermal Visor and X-Ray Visor allow you to see evasive and otherwise invisible enemies.

In classic Metroid style, the game emphasizes exploration and discovery over endless battles and proves that jumping doesn't have to be frustrating in a first-person-perspective game. The view switches to third-person perspective when you roll into the Morph Ball to fit into tight areas, detonate Bombs or stick to special Spider Ball Tracks. The game's innovative 3-D mapping system ensures that you'll never get lost in the intricately designed and amazingly detailed levels.

COMMENTS: Steven—Well worth the wait, Metroid Prime expands the sci-fi genre into a third dimension in ways that live up to a fan's imagination. Chris—It's incredible how it has stayed so true to its predecessors, yet has made the transition to a new-generation platform so fluidly. Scott—Prime captures the thrill of exploring a dangerous alien world through wonderful special effects, excellent sound elements and game play that keeps your finger on the trigger and your brain revving in high gear.







- Nintendo (1)
- 1 player
- Connectivity with Metroid Fusion

ALAN	★★★★★
CHRIS	★★★★★
GEORGE	★★★★★
SCOTT	★★★★★
STEVEN	★★★★★

TEEN — Violence

HARRY POTTER AND THE CHAMBER OF SECRETS

Harry Potter's first Nintendo GameCube adventure casts a magical spell.

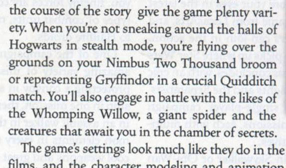
With a nod to the game play style of the Legend of Zelda series and other adventures that focus on solid control and level design, Harry Potter and the Chamber of Secrets is true to J.K. Rowling's creation and is a real pleasure to play. Harry's GCN debut follows the story of his second year at Hogwarts School of Witchcraft and Wizardry, with some interesting additions that fit right into Harry's magical world. The game begins in the Weasley family home—The Burrow—with a lesson on magical basics and garden degnoming, which introduce the game's play mechanics with fun activities. Players also engage in a wizard duel versus an enchanted washing machine—a scene that is not in the original book but adds to the play value.

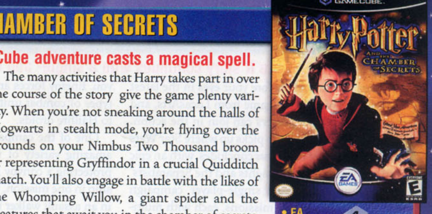
The many activities that Harry takes part in over the course of the story give the game plenty variety. When you're not sneaking around the halls of Hogwarts in stealth mode, you're flying over the grounds on your Nimbus Two Thousand broom or representing Gryffindor in a crucial Quidditch match. You'll also engage in battle with the likes of the Whomping Willow, a giant spider and the creatures that await you in the chamber of secrets.

The game's settings look much like they do in the films, and the character modeling and animation make you believe that you have stepped into Harry Potter's shoes.

COMMENTS: George—A wonderful story with interesting characters mixes with inventive game play. It would be a great game even if it weren't based on a Harry Potter book. Steven—Drawing strongly from the look and feel of the movie, Chamber of Secrets is a richly designed, wonderfully immersive experience.







- EA (4)
- 1 player
- Connectivity with GBA version

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★½
SCOTT	★★★★★
STEVEN	★★★★½

EVERYONE — Violence

RESIDENT EVIL ZERO

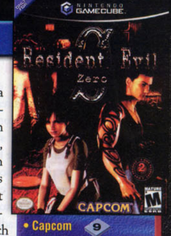
A new GCN-exclusive prequel uncovers the story behind Resident Evil.

Long known for its moody atmosphere and graphic realism, Capcom's Resident Evil series tops itself with the scariest, most photo-realistic GCN game to date: Resident Evil Zero. By pre-dating the other games in the series, Resident Evil Zero reveals the origin of the terrible T Virus and the trouble that erupted in Raccoon City. The player can switch control freely between two characters—rookie cop Rebecca Chambers, from the S.T.A.R.S. Bravo Team, and escaped convict Billy Cowen. The zombie-battlers can trade items with each other and use teamwork to solve puzzles. They can also leave items anywhere in the environment (not just storage boxes) and keep track of the item locations by looking at icons on the map.

The two-disc story starts in a stalled train on a stormy night. After much puzzle-solving and fighting, the train begins to roll, then crashes. From there, the action moves to a big, creepy mansion, where more zombies and puzzles await. In traditional Resident Evil style, the play control is character-relative and the pace is slow but suspenseful. The character animation, backgrounds, special effects and cut scenes are of such high quality that the game exceeds the production value of most high-budget horror movies.

COMMENTS: Scott—Not only is Resident Evil Zero the visual feast that we expected, it's a captivating and horrifying journey into the world of Resident Evil. Chris—In a fully lit room, with several people watching you play, this game can still scare the pants off you. It's a better, more complete Resident Evil game than ever before. Alan—Lots of scares, lots of weird, gory creatures and lots of running around, wishing that someone had thought to leave more ammo.





- Capcom (9)
- 1 player
- 2 discs

ALAN	★★★★½
CHRIS	★★★★★
GEORGE	★★★★½
SCOTT	★★★★★
STEVEN	★★★★★

MATURE — Blood and Gore, Violence

STAR WARS: THE CLONE WARS

The Episode II story continues with a single- and multiplayer battler.

Star Wars lore unfolds before your eyes in the latest large-scale vehicle battle game from LucasArts, and this time up to four players can join in the action. *Star Wars*: The Clone Wars picks up where Star Wars *Episode II: Attack of the Clones* concludes, with an epic battle between the Jedi Knights and the Separatists' droid army. The game's single-player campaign takes place over 16 long missions, each with multiple parts and bonus objectives.

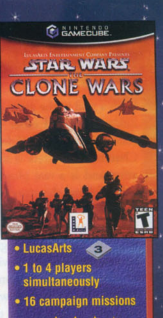
As Mace Windu, Anakin Skywalker or Obi-Wan Kenobi, you must pilot a variety of *Star Wars* vehicles such as a maru, a speeder bike and a fighter tank on six battlefields. At times, you'll leave the vehicles behind and challenge the opposition on foot, with only your Jedi skills and your lightsaber to protect you. Enemy forces are composed of more than 30 types of combat units, ranging from battle droids to Hailfire droids.

One of the campaign's greatest strengths is its amazing variety of mission types. You could be protecting a convoy in a low-flying Republic gunship in one mission, then attacking an enemy base in an assault walker in the next mission. The common elements in every mission are intense action, cool weapons and great special effects.

Multiplayer action allows players to team up or go head to head in any of the game's battlefields, and to pilot either Jedi or Separatist vehicles.

COMMENTS: George—While recent *Star Wars* movies are largely concerned with the political struggle between warring factions, The Clone Wars is pure action and tons of fun. Scott—Although we've seen this type of *Star Wars* game before, Clone Wars goes the extra mile, particularly by including a broader range of stages and several multiplayer modes.





- LucasArts
- 1 to 4 players simultaneously
- 16 campaign missions

ALAN	★★★½
ANDY	★★★½
CHRIS	★★★★
GEORGE	★★★★½
SCOTT	★★★★½

TEEN — Violence (Content rated by ESRB)

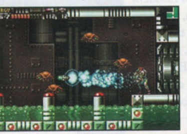
METROID FUSION

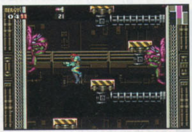
Great game play and a strong story fuse to form a new classic.

Whereas Metroid Prime expands Samus Aran's universe with a ground-breaking first-person GCN adventure, Metroid Fusion stays with the side-scrolling action-adventure style that made Samus's NES, Super NES and Game Boy games long-standing favorites. Like its predecessors, Metroid Fusion puts Samus into a huge, hostile environment that is filled with tough enemies and tons of secrets. With her Power Suit infected by a deadly X parasite, Samus must put on the new Fusion Suit and regain all of her special abilities while she attempts to keep the parasites from spreading throughout the galaxy. A vaccine made from the natural enemies of the X parasites (Metroids) allows Samus to absorb the parasites and use them to refill her lost energy and abilities.

The game's great level design gives the player a reason to return to previously explored areas every time Samus earns a tool that allows her to break through new barriers. Improvements over the established Metroid style include a compelling conspiracy-and-cloning story line and ability upgrades that make Samus more powerful than ever before. In previous games, you sometimes had to give up one weapon to get another weapon. Metroid Fusion changes that by presenting weapon upgrades that only add new strengths and never take them away.

COMMENTS: George—Metroid Fusion refines the already amazing game play and play control of previous Metroid games. It's my pick for the best GBA game yet. Scott—Fusion is a brilliant return to the classic Metroid style of action gaming. Steven—The latest Metroid to hit a handheld has sleek sci-fi style, a cache of great moves, tight controls and a plot that give Samus more depth.







- Nintendo
- 1 player
- Connectivity with Metroid Prime

ALAN	★★★★★
CHRIS	★★★★★
GEORGE	★★★★★
SCOTT	★★★★★
STEVEN	★★★★★

EVERYONE — Violence (Content rated by ESRB)

FIFA SOCCER 2003

- Electronic Arts 54
- 1 to 4 players simultaneously
- 1 to 8 players alternating





Realistic ball control and player movement play center stage for the 2003 edition of the premier video game soccer franchise. The athletes are very small, so the player can see as much of the field as possible, but the athletes' movement and relationship to the ball are accurate and believable. The new Club Championship Mode puts a focus on Europe's top 18 teams with real stadiums, crowd chants, rivalries and club histories.

ALAN ★★★★
ANDY ★★★½
CHRIS ★★★★
GEORGE ★★★★
SCOTT ★★★★

TIGER WOODS PGA TOUR 2003

- EA 32
- 1 to 4 players alternating







The best golfer on the PGA tour endorses the best golf game on the GCN. Tiger Woods PGA Tour 2003 has it all—tour pros, tournaments, match play, a skins game and perfect play control. Start as a low-ranked beginner and win challenges to earn cash and build your golfing attributes. As you progress, you'll unlock golfers, courses and the 18 holes of Tiger's dream course. The game's real-life golf courses include St. Andrews and Pebble Beach.

ALAN ★★★★★
ANDY ★★★½
CHRIS ★★★★★
GEORGE ★★★★★
SCOTT ★★★★½

SWINGERZ GOLF

- Eidos 10
- 1 to 4 players alternating





The name might suggest "attitude" on par with that of Outlaw Golf, but Swingerz Golf is a solid, mainstream golf game with 14 somewhat-quirky golfers and six nice-looking courses. Tour, Stroke, Match and Short Course Modes and a collection of golf-related minigame challenges offer plenty of variety, and the analog swing system makes good use of the C Stick. The game's six caddies offer humorous advice as you play.

ALAN ★★½
CHRIS ★★★½
GEORGE ★★★½
SCOTT ★★★★
STEVEN ★★★★

OUTLAW GOLF

- Simon & Schuster 5
- 1 to 4 players alternating





TEEN T — Mild Violence, Mature Sexual Themes, Strong Language (CONTENT RATED BY ESRB)

With golfers named Harley, El Suave and Ice Trey snapping their clubs and bruising their caddies, it should come as no surprise that Outlaw Golf's emphasis is on outrageous humor. Ten golfer/caddy pairs tackle three courses and a golf range in exhibition or tour play, where the insults and mulligans are rapid-fire. A composure meter shrinks as a result of bad shots, letting you know when your golfer is about to lose it.

ALAN ★★★★½
CHRIS ★★★
GEORGE ★★★
SCOTT ★★★★
STEVEN ★★★★

NBA LIVE 2003

- EA 103
- 1 to 4 players simultaneously





With a Freestyle Control option that helps you add finesse to your game, all-star players from the last 50 years and original mixes by the likes of Busta Rhymes, NBA Live 2003 delivers the whole professional basketball package. Five camera settings allow you to see the action from court level or from high in the press box. Five play modes give you the choice of going one-on-one in practice or taking charge of one team over several seasons.

ALAN ★★★★½
ANDY ★★★½
CHRIS ★★★★½
GEORGE ★★★★
SCOTT ★★★★

NCAA BASKETBALL 2K3

- Sega 143
- 1 to 4 players simultaneously





More than 30 conferences representing every Division 1 school participate in Sega's NCAA College Basketball 2K3. You can go two on two in Gym Rat Mode, play an exhibition game, join any of dozens of tournaments or enter Legacy Mode and lead your favorite basketball program to the big dance. The play control and range of features are on par with those of Sega's NBA Basketball 2K3, only with a college basketball atmosphere.

ALAN ★★★½
ANDY ★★★★
CHRIS ★★★
GEORGE ★★★½
SCOTT ★★★½

NHL 2003

- Electronic Arts 30
- 1 to 4 players simultaneously
- NHL and International teams



Comic Mischief
Violence



Deke moves and a new Game Breaker feature put the focus on finesse in EA's 2003 update of its popular NHL series. In addition to all NHL teams, the game has 20 International squads for Exhibition play and International tournaments. The game's 189 cards—rewards for in-game accomplishments—can boost a team's skills and reduce those of their opponents. Six camera views range from very close to far away.

ALAN ★★★
CHRIS ★★★
GEORGE ★★★★
SCOTT ★★★★
STEVEN ★★★½

NHL 2K3

- Sega 125
- 1 to 4 players simultaneously



Violence



Sega's NHL 2K series skates into the season with an emphasis on realism. Every player is ranked in more than 50 different categories, ensuring that the athletes in the game perform to the level of their real-life counterparts. An all-new Franchise Mode allows you to manage every aspect of your team—trades, drafts and free agent signings. Improved graphics, advanced physics and more control features contribute to a solid hockey sim.

ALAN ★★★½
ANDY ★★★
CHRIS ★★★★
GEORGE ★★★★
SCOTT ★★★½

NASCAR: DIRT TO DAYTONA

- Infogrames 28
- 1 to 4 players simultaneously





Build a NASCAR racing career from the ground up in the first racing game to feature four different NASCAR leagues—dirt, cup, truck and modified. Your career begins on fairground dirt tracks and progresses to a total of 31 racing venues, including the marquee tracks of the Winston Cup series. Upgrade your vehicle with over 100 different parts, take on sponsors, hire team members and race toward the championship.

ANDY ★★★
CHRIS ★★
GEORGE ★★★½
SCOTT ★★★★
STEVEN ★★★½

PRO RALLY 2002

- Ubi Soft 3
- 1 to 2 players simultaneously

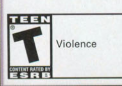


Rally racing success requires steering precision and perfect timing. Pro Rally 2002 puts you into a position for success in the world of International rally competition by offering tight control and realistic physics. Race against the clock or another player, or go up against a field of competitors in a championship season that begins in driving school. Choose from 48 tracks and 20 licensed rally vehicles.

ALAN ★★★½
ANDY ★★★★
CHRIS ★★★
GEORGE ★★★½
SCOTT ★★½

ROBOTECH: BATTLECRY

- TDK 1
- 1 to 2 players simultaneously



Violence



Climb into a 40-foot-tall Veritech and join the Robotech Defense Force for 15 missions of Destroid-fighting action. The story line and cel-shaded graphics are true to the Robotech animated series of the mid-1980s, as are the dozens of Veritech designs. Veritechs can transform into three shapes—Battloid, Guardian and Fighter—to accommodate different fighting styles and mission objectives. Multiplayer battles take place in eight locations.

ALAN ★★★
ANDY ★★★★
GEORGE ★★★½
SCOTT ★★★★
STEVEN ★★★★

TONY HAWK'S PRO SKATER 4

- Activision 50
- 1 to 2 players simultaneously

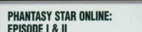


Comic Mischief
Sugestive Themes
Blood
Mild Lyrics



Freeform action and customizability make THPS 4 the Hawk's best skate yet. Following a trend established by other recent extreme sports games, THPS 4 replaces session time limits with individual time limits for its 190 challenges, which you initiate by talking to characters. You can select horizontal or vertical split-screen views for eight two-player games and, in addition to creating skaters and parks, you can customize the looks of the 14 pros.

ALAN ★★★★½
CHRIS ★★★½
GEORGE ★★★★
SCOTT ★★★★
STEVEN ★★★★½



PHANTASY STAR ONLINE: EPISODE I & II
- Sega 24
- 1 to 4 players simultaneously


TEEN — Blood, Violence

The first game to make use of the Nintendo GameCube's online capabilities also provides an involving offline experience for up to four players. Combining the original PSO and PSO ver.2 released for the Sega Dreamcast, the game has an additiona all-new story that is exclusive to Nintendo GameCube. PSO: Episode I & II is a role-playing game with real-time combat. Multiplayer modes feature cooperative and competitive play.

ALAN	★★★★
CHRIS	★★★½
GEORGE	★★★½
SCOTT	★★★★
STEVEN	★★★★½

MAT HOFFMAN'S PRO BMX 2
- Activision 21
- 1 to 2 players simultaneously
- 1 to 8 players alternating

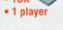

TEEN — Blood, Mild Lyrics, Violence



Take a road trip to eight BMX-friendly locations with Mat "The Condor" Hoffman and 10 other pro bikers. Featuring flatland tricks, that prove you don't need a ramp to soar, and plenty of interactive obstacles, such as boats and cars, the game is a solid entry in the extreme sports genre. Eight multiplayer games include split-screen Push Mode, in which the player who scores the most points earns the most screen real estate.

ANDY	★★★
CHRIS	★★★½
GEORGE	★★★★
SCOTT	★★★½
STEVEN	★★★½

SHREK: EXTRA LARGE
- TDK 1
- 1 player



TEEN — Comic Mischief, Mild Violence



Everyone's favorite ogre embarks on a new adventure to save Princess Fiona from a misguided magician. With eight new environments and a ton of new characters designed by Todd McFarlane, Shrek: Extra Large is a fist-flying, flame-belching 3-D romp in a twisted fairy-tale world. Shrek can punch, kick, grab enemies, bounce off walls for extra height and create explosions by mixing flatulent fumes with fire.

ALAN	★
CHRIS	★½
GEORGE	★★½
SCOTT	★★½
STEVEN	★★★

SONIC MEGA COLLECTION
- Sega 2
- 1 to 2 players simultaneously


EVERYONE



Catch up to Sega's speedy blue mascot with the ultimate compilation of Sonic adventures, originally released for the Sega Genesis and Saturn systems. From the original Sonic the Hedgehog game to Dr. Robotnik's Mean Bean Machine, the disc offers a dozen games, all with their original graphics and manuals. Extensive extras include more than 150 comic covers and illustrations, along with several movies that explain the Sonic phenomenon.

ALAN	★★★
CHRIS	★★½
GEORGE	★★★½
SCOTT	★★★
STEVEN	★★★★

SPRYO: ENTER THE DRAGONFLY
- Universal 8
- 1 player


EVERYONE — Mild Violence



Spyro's biggest game yet burns up the GCN with eight huge levels and 16 minigames that you'll find scattered throughout the world. As Spyro, you can jump, soar, hover, ram into opponents and expel Fire, Ice, Electricity and Bubble Breath to complete objectives. You can also ride a variety of vehicles, such as a tank and a UFO. Although the game's pace may be slow at times, its elements add up to a satisfying adventure.

ALAN	★★★½
ANDY	★★★½
CHRIS	★★½
GEORGE	★★★
STEVEN	★★★★

TAZ: WANTED
- Infogrames 3
- 1 to 2 players simultaneously


EVERYONE — Comic Mischief, Mild Violence



Yosemite Sam has turned Taz's homeland into a theme park and kidnapped Taz's mate, She-Devil. Never one to turn down a fight, the fur tornado must jump, spin and battle through more than 15 levels full of enemies and destructible obstacles, collecting power-ups and Wanted posters along the way. A funny story and classic Looney Tunes characters give Taz: Wanted a zany edge. Three multiplayer modes add to the fun.

ALAN	★★
ANDY	★★½
CHRIS	★★★
GEORGE	★★★½
STEVEN	★★★★

TY THE TASMANIAN TIGER

- EA
- 1 player


Violence



The Australian Outback provides the backdrop for 16 levels of wild 3-D action starring a laid-back but loony Tasmanian Tiger. Greedy Boss Cass is after five Talismans that control a mystical portal. Ty must brave Australia's reefs, rivers and other natural wonders to beat Cass to the Talismans. He can use a large collection of boomerangs (Flamerang, Frostyrang and Zoomarang, to name a few) and chomp at baddies with his strong teeth.

ALAN	★★★★
CHRIS	★★½
GEORGE	★★★½
SCOTT	★★★
STEVEN	★★★★

WHIRL TOUR

- Crave
- 1 to 2 players simultaneously


Mild Lyrics
Violence



Music and scooters get extreme sports treatment in Crave's Whirl Tour. By not going for the realism of the THPS series or the wild style of Aggressive Inline, Whirl Tour carves a niche in a crowded genre. Choose from seven members of a fictional band, 10 scooters and eight crazy levels, such as a castle, a theme park and a deep-water rig. Two people can play cooperatively on a split screen.

ALAN	★½
CHRIS	★★★
GEORGE	★★★★
SCOTT	★★★½
STEVEN	★★★

X-MEN: NEXT DIMENSION

- Activision
- 1 to 2 players simultaneously


Suggestive Themes
Violence

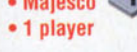


Two dozen mutants, such as Cyclops, Wolverine, Gambit and Mystique, battle for power and pride in a one-on-one fighter featuring the voice of Patrick Stewart as Professor X. Some fighters use weapons. Others rely only on their mutant abilities. Story Mode challenges you to master several mutant moves as you take on a field of challengers. Your accomplishments unlock more mutants and fighting locations.

ALAN	★★★
CHRIS	★★★½
GEORGE	★★★½
SCOTT	★★★½
STEVEN	★★★★½

BLOODRAYNE

- Majesco
- 1 player


Blood and Gore
Strong Language
Violence



Half human, half vampire, all action—Agent BloodRayne is a blood-sucking, Nazi-battling anti-heroine like no other. Working for the mysterious Brimstone Society, she must rid three large environments of baddies by biting them or fighting them with a variety of weapons. When she fills her bloodlust meter, she can kick into Blood Rage Mode—that's when the action really gets fierce. Three vision modes add to game play variety.

ALAN	★★½
CHRIS	★★½
GEORGE	★★★
SCOTT	★★★½
STEVEN	★★★

HARRY POTTER AND THE CHAMBER OF SECRETS

- EA/64 Megabits
- 1 player
- Connectivity with GCN game


Mild Violence



The boy with the lightning bolt scar jumps into his second year of magic training with new spells, a compelling story and tons of action-oriented puzzles. The game's detailed environments provide an interesting backdrop for door-opening, switch-pulling, enemy-battling fun shown with a 3-D isometric view. Connectivity with the GCN Chamber of Secrets game opens a secret area in the GBA adventure's Forbidden Forest.

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★
SCOTT	★★★★
STEVEN	★★★★

KIRBY: NIGHTMARE IN DREAM LAND

- Nintendo/64 Megabits
- 1 to 4 players simultaneously
- Single and Multi-Pak Game Link


Comic Mischief

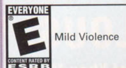


Enemy-consuming Star Warrior Kirby embarks on a colorful journey through six huge levels in his frantic GBA debut. Lots of cool villain-mimicking moves and a collection of beautiful backgrounds make the game fun to play and great to watch. Using multiple Game Paks and a Game Boy Advance Link cable, up to four players can join in the mission for cooperative play. Four sub-games add to the action.

ALAN	★★★★
ANDY	★★★★
CHRIS	★★★★
GEORGE	★★★★
STEVEN	★★★★★

THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS

- Nintendo/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link





Arguably the best adventure ever for the Super NES teams up with an all-new multiplayer game for a must-have Legend of Zelda experience on Game Boy Advance. The incredible level design and interesting puzzles that make A Link to the Past a classic spill over into Four Swords. Two to four players explore five dynamic dungeons that change depending on how many players are in the party and how many times they played.

ALAN	★★★★★
ANDY	★★★★½
GEORGE	★★★★★
SCOTT	★★★★★
STEVEN	★★★★★

BATTLEBOTS: BEYOND THE BATTLEBOX

- Majesco/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E Mild Violence CONTENT RATED BY ESRB



Build your own Battlebots and take them to any of five arenas for metal-crushing mayhem. Select a chassis, tires, battery, motor, weapon and armor, then start smashing. In addition to your own creations, BattleBots: Beyond the BattleBox features 16 ready-made machines that are graded in four categories: mobility, power, weapons and armor. Player's can adjust a brightness, the control setup and more.

ANDY	★★½
CHRIS	★★★½
GEORGE	★★½
SCOTT	★★★
STEVEN	★★★

ROBOTECH: THE MACROSS SAGA

- TDK/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E Mild Violence CONTENT RATED BY ESRB



The Macross Saga comes to Game Boy Advance with a side-scrolling shooter that follows the story line of the popular animated series. Play a solo adventure or link with another Robotech fan for co-op or vs. play. You can transform your Veritech from a Fighter to a Guardian to a 40-foot-tall Battloid. Start with your choice of five famous pilots, including Rick Hunter and Max Sterling, and unlock six more as you progress.

ANDY	★★★½
CHRIS	★★★
GEORGE	★★★
SCOTT	★★★
STEVEN	★★★★

SECRET AGENT BARBIE: THE ROYAL JEWELS MISSION

- Universal/32 Megabits
- 1 player





A criminal mastermind has stolen the royal jewels from London Tower. Secret Agent Barbie must complete more than 20 missions in international locations to recover them. The game's side-scrolling action requires plenty of stealthy maneuvering and secret-agent moves, like picking locks and triggering smoke screens. If you collect all of the hidden items, you'll fill your secret vault with alternate outfits.

ANDY	★★★
CHRIS	★★★
GEORGE	★★★½
SCOTT	★★★
STEVEN	★★★

LARA CROFT TOMB RAIDER: THE PROPHECY

- Ubi Soft/64 Megabits
- 1 player



Animated Blood Violence



Samus Aran isn't the only adventuring heroine making her way to Game Boy Advance. Lara Croft Tomb Raider: The Prophecy follows Ms. Croft as she explores a handful of complex ruins and collects magical artifacts in an all new story. Lara jumps, flips, climbs and battles big baddies with her trademark dual pistols. The action is shown from a 3/4 perspective with 3-D characters. Play control is smooth and intuitive.

ANDY	★★★½
CHRIS	★★★½
GEORGE	★★★½
SCOTT	★★★★
STEVEN	★★★★

THE LORD OF THE RINGS: FELLOWSHIP OF THE RING

- Universal/64 Megabits
- 1 player



[Farmer Maggot] Hello, Frodo, my lad, haven't seen you for years. I'm looking for thieves stole my mushrooms and cabbages they did. They're lucky I didn't see them

Based on the first book in J.R.R. Tolkien's Lord of the Rings trilogy, Universal Interactive's Fellowship of the Ring RPG features characters and situations that are missing from the recent film adaptation. Build a party of adventuring hobbits with Frodo Baggins in the lead, join up with Gandalf the grey and take on the monsters of Middle-earth—orcs, trolls and ringwraiths—in turn-based combat.

ALAN	★★½
ANDY	★★★
CHRIS	★★½
GEORGE	★★★
STEVEN	★★★

THE LORD OF THE RINGS: THE TWO TOWERS

- EA/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

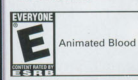

Blood
Violence

The Lord of the Rings trilogy continues with a sword-slashing action game that has strong RPG elements. Select from five different characters and defeat enemies to build your character's special abilities, such as magic spells or warrior skills. The story begins two-thirds of the way through Fellowship of the Ring and continues through the entirety of The Two Towers. The game opens with short segments from the new film.

ALAN ★★★★½
ANDY ★★★½
CHRIS ★★★★
GEORGE ★★★★½
STEVEN ★★★★½

TONY HAWK'S PRO SKATER 4

- Activision/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link


Animated Blood



Tony Hawk and the usual crew of more than a dozen pro skaters are back for another run on the Game Boy Advance, with extreme action in seven huge levels. Timed sessions have been replaced by open sessions with timed objectives—more than 15 per level. The amazing animation of previous THPS games on the GBA is made even more amazing with the addition of new tricks, new specials and spine transfers.

ANDY ★★★★
CHRIS ★★★★
GEORGE ★★★★
SCOTT ★★★½
STEVEN ★★★★½

HARRY POTTER AND THE CHAMBER OF SECRETS

- EA/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

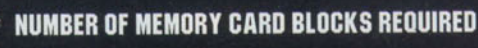

Mild Violence



Harry Potter ignores Dobby the house-elf's warnings and packs up Hedwig the owl for a second year at Hogwarts in this follow-up to last year's GBC role-playing adventure. As you guide Harry through his journey, you'll have help from Ron and Hermione in some of your turn-based battles with the creatures that lurk in the school's dark halls. You'll also attempt to beat Draco Malfoy to the Golden Snitch in Quidditch. Eight minigames involve activities such as piloting a flying car and ridding the Weasley's garden of gnomes.

ALAN ★★★½
ANDY ★★★★
CHRIS ★★½
GEORGE ★★★★
STEVEN ★★★★

KEY

 GCN   GBA   GBC 
NUMBER OF MEMORY CARD BLOCKS REQUIRED

 ADVENTURE
  ARCADE
  FIGHTING
 PLATFORM
 PUZZLE
  RPG
 RACING
 SHOOTER
 SPORTS
STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:   
ANDY:  
CHRIS: 
GEORGE:
SCOTT:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

 Early Childhood
 Teen (13+)
Adult (18+)
 Everyone
 Mature (17+)
Rating Pending

To contact the ESRB, call 1-800-771-3772.


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PLAYER'S PULSE ART OF THE MONTH OFFICIAL CONTEST RULES

No purchase necessary to enter or win. Purchase will not increase odds of winning. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. The sponsor of the Contest is NOA of Redmond, Washington. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Contest will be run monthly from January 1, 2002 to January 31, 2003 or until Nintendo discontinues the Contest (the "Term"). Material submitted to NOA in connection with the Contest (e.g., art, letters, creative suggestions, ideas, notes, drawings, concepts, or other information (collectively, the "Submissions"), shall be and shall remain the property of NOA upon submission, including all associated copyright, trademark and other proprietary rights. Submissions will not be returned to you. None of the Submissions shall be subject to any obligation of confidence on NOA's part, and NOA shall not be liable for any use or disclosure of any Submissions. You agree that NOA will own all rights to the Submissions forever and throughout the world, and NOA may use the Submissions in any manner or medium now existing or developed in the future, without any compensation to you or any other person or entity. You may only submit material that is original and has not been copied from any other work. Any material you submit must not violate, misappropriate or infringe any copyright, trademark or other proprietary right of any other person or entity. All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Contest, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". NOA will attempt to notify winners by mail by the 20th of the following month after winner selection. Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2002 and before January 31, 2003, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.

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Disney's Tarzan Untamed
Eternal Darkness: Sanity's Requiem
Harry Potter & The Chamber of Secrets
Luigi's Mansion
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NEXT ISSUE

VOLUME 164 — JANUARY 2002

Link up with the Legend



The Legend of Zelda: A Link to the Past/Four Swords

Our 15-page A Link to the Past/Four Swords follow-up will pick up where we left off this month and offer winning stategies for Link's first multiplayer adventure.

EA Action!

From the high-tech gadgetry of James Bond 007: NightFire to the long swords and crossbows of The Lord of the Rings: The Two Towers, Electronic Arts is making big waves on the Nintendo GameCube this winter. Watch for coverage of both games in January.



James Bond 007: NightFire



The Lord of the Rings: The Two Towers

Great Previews and Reviews



***Star Wars* Jedi Knight II: Jedi Outcast**



Medal of Honor: Frontline



Lara Croft Tomb Raider: The Prophecy



Skies of Arcadia Legends

Plus!

- METROID PRIME
- STREET HOOPS
- MEN IN BLACK II: ALIEN ESCAPE
- EVOLUTION SKATEBOARDING
- BALDUR'S GATE: DARK ALLIANCE
- MONSTER JAM: MAXIMUM DESTRUCTION
- METROID FUSION (GBA)
- THE REVENGE OF SHINOBI (GBA)
- SSX TRICKY (GBA)
- PHANTASY STAR COLLECTION (GBA)



Super Monkey Ball Jr. (GBA)

Boarding Bonanza!

January's Player's Poll Sweepstakes will hit you with the power of an avalanche. In anticipation of the release of 1080°: Avalanche for GCN, one lucky winner will get VIP treatment at the U.S. Snowboard Finals in Aspen, Colorado!


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EVERYONE
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